

CENTRAL CASTING:

Heroes of Legend



The Ultimate Character Creation System
and Roleplay Aid for All Heroic Fantasy
Roleplaying Games!

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GAMES™

Heroes of Legend

The Ultimate Character Creation System and Roleplay Aid for All Heroic Fantasy Roleplaying Games!

A detailed, stand-alone system for creating thoroughly individualized, involved and invigorating backgrounds, personalities, motivations, and skills for both player characters and nonplayer characters.



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Heroes of Legend, First Edition

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"This book is lovingly dedicated to my wife Ruta, who has seen it develop over the last seven years and who has had more than a little to say on its final content and form."

—Paul Jaquays, 1988

Heroes of Legend, Second Edition

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"Thanks to my family and to John and Tim for making this Second Edition possible, but also thanks to you, the discriminating gamer who recognizes the quality and value of this book,"

—Robert L. Sassone, 1995

So, What's the Difference?

Player One: Hey, Bill, you gonna' be there for th' campaign tonight? Did you decide which character you're gonna' take in?

Player Two: Are you kidding? We hit the Gambling Pit tonight! I wouldn't miss it for anything! . . . Oh, and I decided to bring in Gorg the Warrior.

Player One: Really? What happened to Gruk the Strong?

Player Two: Well, Gruk's strong, but I decided to go with Gorg's extra endurance.

Player One: True . . . not that it makes a difference. If you've seen one warrior, you've seen them all. Right?

Make a difference with *Central Casting: Heroes of Legend!*

Perhaps the most important components of any gaming world are the characters who inhabit it. The effective combination of variety, depth and, most of all, creativity in players' characters and members of the game master's "supporting cast" will determine the success or failure of the role-playing campaign. More than simply spark interest, characters must come to life.

Enter *Central Casting: Heroes of Legend*.

The Central Casting series of role-playing products helps you, the role-play gamer, create detailed, exciting, and even mysterious role-playing campaigns. *Heroes of Legend*, the first book in the Central Casting series (now released in its revised, expanded and improved second edition format), generates fantasy backgrounds for player and non-player characters alike, determining details such as unusual birth and childhood events, family histories, occupational experiences, social standing, and even "dark-side" traits and hidden, unsavory secrets. *Heroes of Legend* creates unusual characters that break out of the mundane norm.

As Paul Jaquays stated in the opening to *Heroes of Legend* first edition, "If your characters end up seeming like heroes (or antiheroes) out of melodramatic fiction, then *Heroes of Legend* has done its job. The desired goal here is good, fun role-playing, not the creation of superhuman beings." This new, second edition of the original Central Casting character background generator *contains new*, revised and expanded material, but the goal for its creation of character histories remains the same.

Game masters and players alike will find in *Heroes of Legend* an invaluable role-playing aid. With *Heroes of Legend*, characters come alive in colorful detail of epic caliber. Dozens of tables guide every move, leading from each character's genesis to his or her first steps down the road to adventure. On the way, characters learn occupational skills, pick up personality traits, gain unusual pets, experience lost loves, and much, much more.

"If you've seen one warrior, you've seen them all. Right?" Not anymore! Not with *Central Casting: Heroes of Legend!*

Other Uses and Abuses

Central Casting: Heroes of Legend is not limited to just creating character histories. A clever (or desperate) CM can use this book to double for a vast array of other role-playing aids. It can be used as a combat system for battles between armies. It can form the basis for adventure scenarios. It can also fill the time between adventures with interesting happenings, create businesses for a town, predict the future, or set up random street encounters. All it takes is a little imagination.

Wars and Rumors of Wars: Use section 633 Combat! to fight wars quickly. Always let the player character's side (or a side which favors the player characters) roll a d20 first, then roll a d20 for the enemy, adding or subtracting as appropriate to account for the size of the opposing forces. The side with the highest result wins, but additional effects for the charac-

ters and the extent of victory will be determined by table 633 Battle Events.

Between Adventures: Between each adventure, choose one character to be the subject (or victim) of an event. Select the event with section 419 Significant Events of Adulthood, and modify the event to work with the character's current circumstances. Be sure to involve other player characters in some way, and have the event affect subsequent campaign play.

Who's Minding the Store: Need to select businesses for a town? First, decide the town's Cultural Level. For civilized towns, also determine the Social Level of the neighborhood you are creating. Then use the Occupation Table appropriate for the Culture and Social Level (see sections 310 through 313) to randomly select businesses in that area. You may wish to modify the table to include residences, public

buildings and religious edifices. You can also use table 107b Items of Note to help define the shop's proprietor.

Soothsaying: Use *Heroes of Legend* to predict a character's future. Often a character will want to know things like, "When and how will I die?" or "Whom will I marry?" Section 643 Death Situations can be used to describe the type of death that awaits the character should he choose to stop adventuring. 640 Ah, Love! can be used to tell about a future love affair. Use 419 Significant Events of Adulthood to give a brief glimpse of the near future. Timing is up to the CM, but offer these futures as possible futures, generally assuming the character does not die on the next adventure.

Random Street Encounters: Use section 745 Others to determine randomly encountered people on the street or to fill a bar, inn or brothel with clientele.

Non-Fantasy Games: Additional Central Casting products, *Heroes for Tomorrow* and *Heroes Now!* will help you create detailed

character backgrounds for your science fiction, modern day and near future game systems. In a pinch, though, you can create a character background for those games by using *Heroes of Legend* and converting elements of fantasy and magic to something more appropriate to your required era. For example, in a science fiction game, you may decide that your "barbarian horsemaster" is actually a primitive authority on transports powered by internal combustion engines. If you determine that the same character suffers under a curse that sends a ghost or evil spirit to attack him every so often, perhaps the "ghost" could actually be an extra-dimensional being or an alien bent on controlling the character's mind.

No Limits! Let your mind wander, and take *Heroes of Legend* with you! This huge resource of fantasy gaming information will prove useful in any number of situations which are only limited by your own imagination. It is your book, so use it however you wish, and be creative! (This *is* your book, right?)

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On America Online, look for Task Force Games in the Gaming Company Support area (keyword; GCS).

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"You've seen those ads for magic growth pills that flesh out 90 pound weaklings into 280 pound behemoths who never get sand kicked into their faces again? *Heroes of Legend* does that for characters."

—Author of Superb Fantasy Role-Playing Supplements

"I hates flat char'cterz, I duz. They're alwayz so tasteless, they iz. Like crackerz."

—Brubnub, Goblin Guard, 2nd o' the Watch

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Creating a Character

Let's do it! Grab your favorite bag of dice, and we'll start creating super-exciting, dynamic

characters that look, feel, and act like they just walked out of the pages of an epic fantasy.

Before Starting

In addition to this book, make sure you have the following items:

A Variety of Dice: d4, d6, d8, d10, d12 and d20—if you don't know what these are, see *Dice Explanations*, below.

A Copy of the Character Worksheet: Task Force Games grants permission to photo-

copy the worksheet on pages 191-192 for personal use only. Make sure you have at least one copy for each character you wish to make.

A Pencil.

An Eraser.

Numbered Bookmarks: These record your progress as you jump from place to place.

Getting Started

Creating character histories is fun, but it takes time. Plan on spending as much as a half-hour per character. However, there are shortcuts you can take. For a quick NPC (or player character) history, go to Appendix A: NPCs on

page 176. If you just want to get going, jump ahead to section 101 Race and Ancestry and start rolling dice. On the other hand, if you want to know what to do when you get there... read on.

Table Numbers

You have probably noticed that most sections and tables in *Heroes of Legend* start with three-digit codes like 101 or 625. There are reasons for this.

Initially, you will consult these sections and tables in sequence. After 101 Race and Ancestry you will go to 102 Cultural Background, then to 103 Social Status and so on. When you complete section 521 Alignment & Attitude, you will be done (mostly).

However, you might ask, if the history ends at section 521, why do section numbers go as high as 969? Good question.

The rest of the sections in this book are like data banks in a computer or reference books in a library. The section numbers divide the tables into nine general categories. As you generate your character background, you will be jump-

ing around from section to section, grabbing a bit of data here, some information there, until you finally complete your character history.

Table Categories

Code	Category
100's:	Heritage and Birth
200's:	Events of Youth
300's:	Occupations and Hobbies
400's:	Events of Adulthood
500's:	Personality Development
600's:	Miscellaneous Events
700's:	Contacts and Acquaintances
800's:	Special Miscellaneous
900's:	GM's ONLY (players not allowed)—Do not read this unless you are told to by the book. Do not read ahead and spoil the surprise for later characters!

Dice Explanations

To use *Heroes of Legend*, you must have a set of polyhedron dice: 4, 6, 8, 10, 12 and 20-sided. You should have at least two 10 or 20-sided of different colors (to create percentile results), but one each of the others will be sufficient. In all likelihood, the place where you bought this book can supply you with the dice as well.

Throughout *Heroes of Legend*, abbreviations are used to refer to the different die types. The fether "d" preceding a number indicates a die. The number following the "d" is the number of sides on the die and usually indicates the highest number that die can roll. A number preceding the "d" indicates the number of dice of that kind to be rolled. Still other "dice" can

be created by combining or modifying die rolls (see below).

Examples: If a "d6" is called for, roll a single six-sided die. For "2d4," roll two four-sided dice and add the results together. If a die type is shown with a plus (+) sign and a second number after the die type, such as "1d4+3," then add the number after the plus sign to the die roll. If a minus sign follows the die type, then subtract any following number from the die roll, as in "2d10-1." *Heroes of Legend* uses the following real and simulated dice:

Dice in *Heroes of Legend*

Die Type	Explanation
d2 or Hi/Lo	Technically, this is not a die. When indicated, it means that a six-sided die should be rolled. If the result is 1, 2, or 3, the roll is low (Lo) or 1. If the result is 4, 5 or 6, the roll is high (Hi) or 2.
d3	This is not a true die. Obtain a d3 result by rolling a six-sided die. A result of 1 or 2 means 1. A result of 3 or 4 means 2. A result of 5 or 6 means 3.
d4	A four-sided die: This generates a number from 1 to 4.
d5	This is not a true die. Obtain a d5 result by rolling a 10-sided die. A result of 1 or 2 means 1. A result of 3 or 4 means 2. A result of 5 or 6 means 3. A result of 7 or 8 means 4, and a result of 9 or 10 means 5.
d6	A six-sided die (probably the most familiar type): This generates a number from 1 to 6.
d8	An eight-sided die: This generates a number from 1 to 8.
d10	A 10-sided die: This generates a number from 1 to 10. However, it is often marked 0, 1, 2, 3, 4, 5, 6, 7, 8, 9. When used as a d10, the zero means 10. A 20-sided die easily simulates a d10 if it is marked from 0-9 twice (and not 1-20).

d12

A 12-sided die: This generates a number from 1 to 12.

d20

A 20-sided die: This generates a number from 1 to 20. However, many d20s are marked 0 to 9 like a d10, but repeated twice. In this case, you need to indicate which set of 0 to 9 represents 1 to 10 and which set represents 11 to 20. Try coloring each set of numbers with differently colored pens or crayons. Alternatively, use a d10 and a d6 to simulate the result of a d20. Roll the d10 for a number from 1 to 10, and the d6 to obtain a "Hi/Lo" value. If the d6 is Lo, the d10 value is 1 to 10. If the d6 is Hi, add 10 to the d10 roll to get a number from 11 to 20.

d100

A 100-sided die: This generates a number from 1 to 100. If you do not have a true 100-sided die, a d100 can easily be simulated with two different colored d10s. Choose one d10 to represent the 10's digit (multiply the die result by 10 for 0 through 90) and the other to represent the one's digit (0 through 9). Add the results. Example: results of 40 (4 x 10) and 6 added together become a result of 46. The only exception is a roll of 0 and 0, which yields the result of 100.

Percentiles

Often, *Heroes of Legend* will state that there is a percentage chance that some circumstance will occur, such as, "There is a 15% chance the character will be left-handed." To obtain a percentile result, roll a d100 (see above). If the result is less than or equal to the given percentage chance, the circumstance occurs. Otherwise, the circumstance does not occur.

The form on pages 191-192 is the *Heroes of Legend* Character History Worksheet, on which you will be recording character background information as you generate it on the tables in this book. You have permission from Task Force Games to copy that form for your personal use, so make as many as you need.

Several lines of the Character History

Worksheet correspond to table numbers elsewhere in the *Heroes of Legend* book. Information for those lines will come from the matching tables. In the future, after familiarizing yourself with the *Heroes of Legend* system, you may find it convenient to skip these instructions and simply follow the order of tables on the worksheet. Until then, read on.

Character History Worksheet

"Welcome! Welcome to Salty's Tavern! How much coin do you bring?"

-Salty

Using the Tables (Or Not)

Take a copy of the worksheet in the back of this book and write down your character's name, your character's sex, and anything else you or your game master (GM) have already decided about your character. For example, if you want to play a human barbarian, then simply record this information rather than using the tables for Race and Cultural Background.

If you have not chosen a race (human, elf, dwarf, orc, etc.) for your character, then start with table 101a: Character Race under section 101 Race and Ancestry on page 17 and follow the instructions you find there. Chances are, however, that you have already picked out racial information on your own. In that case, you may begin with table 101c: National and Ethnic Heritage and then proceed to section 102 Cultural Background to find out if your character is a barbarian, highly civilized, or something *in between*.

Each table in *Heroes of Legend* contains the instructions you need to use it: the kind of dice to roll, where on your worksheet to write any relevant information, and what to do next. Quite often, the instructions within the table

will temporarily send you to another table or section to resolve something. When this happens, leave a bookmark at your current location and then proceed to the new section or table. If this new place again sends you elsewhere, leave another, different bookmark and continue onwards. Eventually, you will need to trace your way back along the trail of bookmarks to your original location.

When you finish a section, look at the big black bar across the bottom of the section's concluding page. The message there will tell you where to go next. When the message says "From here: Return to the table that sent you here," do just that. Go back to the most recent bookmark you left behind.

Sections 707 through 208 follow each other in order. Your character will use most of these sections in their given sequence. Record the *information you get from these sections* on the lines provided on the Character History Worksheet.

Finally, do not use any tables until you are instructed to use them.

Problems and Conflicts

On rare occasions, you may run into problems or difficulties trying to integrate the information from various background-generating tables. If this happens, try your best to reconcile the different tables without discarding the information. Characters who have seemingly incongruous backgrounds that nevertheless resolve themselves often turn out to be the most origi-

nal and enjoyable members of a role-playing crew.

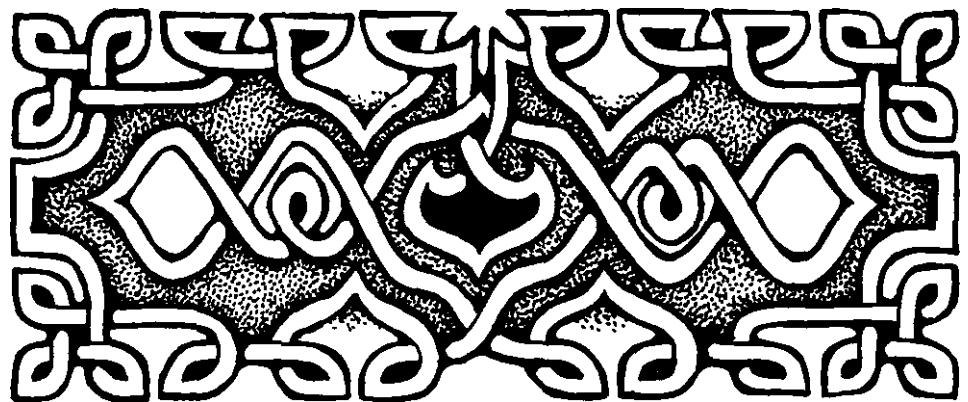
If, for whatever reason, you simply cannot or will not accept a table's result, then roll again for a new result. Remember, it is your character's background and your role-playing game. If you are forced to decide between having fun and following the letter of the rules, have fun.

Finishing Touches

After you have filled out a character worksheet, reread the Character Motivations section beginning on page 13 to find your character's reason for adventuring and/or for continuing to exist. From there, go to Appendix B: Linking Events on page 180. This section contains helpful hints for turning your page of

raw data into a unified character history (kind of like writing your own fantasy novel!). Also, reread Skills and Attributes beginning on page 9 to best decide how the skills your character has gained will work in your game system.

Congratulations! Your character background is now complete.



Skills and Attributes

Central Casting™: Heroes of Legend is a generic role-playing aid for use with all heroic fantasy game systems. Even though game rules are as varied as humanity, like humanity, they all share basic precepts. The *Heroes of Legend* system builds upon these likenesses to provide solid game-play benefits for the characters whose histories it creates. A basic set of mechanics for generic attributes and relative skill systems follows. In some cases these are guidelines. In others, minimal rule systems are set forth to accommodate special skills that may not be

duplicated by each and every game system.

These "rules" are here to help you adapt the *Heroes of Legend* histories to your favorite game system, not to replace **that** system. In all cases, the Game Master (GM) who moderates the fantasy role-playing campaign, not this book, is the last word on his game world! Allow your GM to read this book before you create histories for characters in his world, and, if possible, let your GM be a part of creating that history. Keep in mind, however, that this is *your* book; if you wish to change anything, go ahead!

Rules and Terms and Stuff

To be all things to all role-playing games, *Central Casting: Heroes of Legend* uses an 11-level ranking system for all skills and abilities that a character learns, including combat (weapon use), magic use and occupational skills. The *Heroes of Legend* Rank system is designed to work with game systems in a relative manner. Based on the 1 to 10 value range for known skills, a character with a Rank 1 skill at something is a beginner, novice or apprentice, while a character with a Rank 10 ability is a master whose skills have reached the mortal limits available to those of his racial heritage. This Rank system easily extends beyond 10 to accommodate characters whose skills become mythical, approaching those of legendary heroes or demigods.

Heroes of Legend Ranks

Level	Description
0	No Skill: The character has no knowledge of, talent for, or skills at the indicated occupation or ability.
1	A Raw Beginner: The character knows just enough to perform a skill, or be dangerous with it.
2	An Apprentice: The character has learned most of the basics, but has yet to become competent.
3	Average: Most folk who practice this skill never go much beyond this level of mastery.
4	Fairly Competent: The character is better than average and shows talent, but nothing extraordinary.
5	Good! The character may be a journeyman at this skill. There is real talent here that needs further developing.
6	Very Good!! The character is good enough to have some razzle dazzle at this skill, but is not yet a master. But then, only a master of the skill would know that.
7	A Master: Many will seek the character for service and instruction.
8	A Renowned Master: Folk from distant corners of the world know of the character's skill.
9	A Grand Master: There are few, if any, with greater skill. The character's skill is known throughout the world. Such talented people are quite rare.
10	Legendary Skill: Though still within mortal bounds, tales of the character's prowess will live on long after she is gone. Skill of this level is hardly ever encountered, if at all.
11+	Mythical Skill: The character has ability far beyond the mortal norms. Some kind of supernatural influence must be present for the character to obtain this level of mastery.

Heroes of Legend Rank System

"Ha! And she claims to tell fortunes! Couldn't even foretell an inn! I asked where we'd rest tonight, and she jerked a hand towards the road out of town. Ha! Nothing's out there but the woods, Bremen's Creek and the graveyard..."

—Qinin Leepsalot

General Attributes

It is fair to say that no two game rules systems are exactly identical, especially when it comes to a character's attributes, the building blocks which form the character's physical and mental existence and define many of the character's basic skills, his life energy, psionic ability and so on. Nevertheless, most, if not all, systems build their characters up from similar types of attributes.

Heroes of Legend assumes that most characters will have basic attributes *similar to or based on* the ones described below. During the course of generating a history, some of these attributes may be modified: by events in the character's life. Record any modifications to the character's attributes in the spaces provided in the lower right-hand corner of the history worksheet.

Strength. Sometimes called Physical Strength, this is a measure of the character's ability to lift, move, wear or use things. Low Strength indicates a weakling, while high Strength is found in muscle-bound heroes.

Intelligence. Also called IQ. This is braininess, the ability to think logically, solve problems, and deal with complicated concepts. Low Intelligence indicates deficient mental ability. High Intelligence is genius level.

Magical Ability. Called Power by some and Magical Aptitude by others, it can also be a character's Luck or even an indicator of Sanity. It is a measure of the character's ability to use, or proficiency at, wielding forces arcane. Characters with low *Magical Ability* would *not* be wise to give up their day jobs to become wizards. Characters with high *Magical Ability* are magic wielders of great magical potential.

Luck. Called Power by some, Luck can also be an indicator of the character's Sanity. It is a measure of the character's innate ability to ride out the influences of the random events in the universe.

Willpower. This is a measure of a character's ability to resist psionic (mental) attacks, overcome personal temptations, or urge his body on to feats above and beyond their normal capabilities. It is also his strength for psionic attacks against others.

Dexterity. This is sometimes referred to as Agility or even Physical Prowess, and it includes Manual Dexterity. It is a measure of a character's nimbleness, the ease with which he moves. Low Dexterity means a slow, clumsy character, while high Dexterity can mean a hand that is truly quicker than the eye.

Constitution. This is the measure of a character's health, his physical well being. A character with a high Constitution can generally be expected to endure physical hardships with ease, and be more resistant to disease and injury.

Charisma. Used here in the sense of personal magnetism or leadership ability, this is not Appearance. A character with low Charisma would have problems attracting followers.

Appearance. This is also called Physical Beauty or Comeliness, but is often called Charisma. Essentially, Appearance is a character's looks, what others see. A low Appearance is unattractive, while a character with very high Appearance would literally stun members of both sexes. If a game system does not normally have an Appearance attribute, the Charisma attribute does double duty and represents both.

Age. This is the character's physical age. When a character is born, he is age 0 (zero). Most events that happen to a character occur at a specific age, and the date for these events is *usually* calculated forward from birth. When creating beginning player characters, *Heroes of Legend* assumes they begin adventuring just as they reach adulthood. The chart under Age Effects, below, shows the life stages for a typical character of several races.

Heroes of Legend Races and Age Ranges

Race	Child	Adolescent	Adult	Mature	Elderly	Ancient
Human	0-12	13-18	19-39	40-60	61-80	81+
Halfling	0-12	13-30	31-59	60-80	81-100	101+
Dwarf	0-16	17-36	37-90	91-145	146-170	171+
Elf	0-20	21-58	59-400	401-600	601-800	801+
Reptileman	0-20	21-58	59-80	81-100	101-120	121+
Orc	0-9	10-11	12-30	31-40	41-50	51+
Beast	0-12	13-17	18-49	50-60	61-80	81+

Childhood covers the years prior to adolescence. During this period, a character is rarely able to match an adult in anything. A character at this age will only have $(1d6 \times \text{Age})\%$ of his Strength, Constitution, and Intelligence attributes.

Adolescence moves the character from childhood into adulthood. A character at this age will only have $(1d6 \times 10) + 30\%$ of his Strength and Constitution attributes.

Adulthood is quite often as much a social consideration as it is a physical one. The

Age Effects

character is assumed to be a full and responsible member of society. All the character's attributes are at their peak.

Mature, Elderly, and Ancient. At some point in a character's life, his body begins to slowly deteriorate under the burden of age. His reflexes slow, his strength wanes and his mind wanders. Those attributes that decline with advancing age and the stage of life in which attribute decline begins, are listed below. When a character reaches an age in which decline

could begin (see chart above), roll a d8 for each affected attribute. If the result is an 8, reduce the attribute by 1 point. (See Bonuses and Penalties, below for how this affects characters with maximum attribute ranges higher than 18.) Roll once each year thereafter. .

Dexterity decline begins at Mature
Strength decline begins at Mature
Appearance decline begins at Elderly
Constitution decline begins at Elderly
Intelligence decline begins at Ancient

When a character wants to use a skill, the player must decide what he wishes to accomplish, then use the following steps to determine success at the skill:

1. Have the GM assign a difficulty rating to the task between two (automatic success) and 50 (nearly impossible for even a Rank 10 skill master). Remember, the statistical average for a single d6 roll is 3.5.
2. For each skill Rank the character has, he may roll 1d6 (up to a maximum of 20d6 for characters with godlike skills).
3. If the value of a character's attributes (such as a high Dexterity or a poor Strength) seems likely to affect the outcome, dice may be added to or subtracted from the character's skill dice (GM's decision stands here). Add an extra d6 for high attributes, subtract a d6 for poor ones.
4. If the character's totalled die results exceed the task's difficulty rating, he succeeds with the skill. If it is under the difficulty rating, he fails.

Special circumstances may modify this system. When performing a skill under extreme duress (high stress or danger to life and limb), the GM may, at his discretion, remove one or more of the character's lowest individual die results from the total. However, he must announce this BEFORE the player makes any die rolls.

Special Success: If the character rolls all 6's on a task he would have any chance of success at, he succeeds regardless of any other modifiers that might reduce the number of dice. If the result with modifiers would normally exceed the difficulty rating anyway, the charac-

ter not only succeeds, but the results of the success are beyond his wildest expectations (CM interpretation is very important here!).

Fumbles: This is a "blow-it-badly" result. There are two ways to set this up.

Method A: Mark a big red X on the "1" side of one die used to roll the skill check. If this die face comes up during the roll, *and* the character's die results are less than the difficulty rating, the character "fumbles."

Method B: If the character rolls all 1's, regardless of the difficulty rating, the character fumbles.

You may wish to use both methods. A fumble means that not only has the character failed in what he tried to accomplish, but that the end result is the worst thing he could imagine happening.

Improving skills during game play: To improve a skill, the character must perform difficult tasks, ones which allow the character a chance to fail. Each time a character uses a skill on a task with a difficulty rating that is at least equal to the skill's Rank x 3, make a "hash-mark" next to it. (Four qualifying uses of the skill would mean four hash marks: ||||.) After each adventure, the character may either attempt to improve the skill or wait to accumulate additional hash marks on a future adventure.

To improve the skill, roll 2d6. If the result is less than or equal to the number of hash marks minus the character's Rank with the skill, the skill improves by one Rank. A roll of 12 is always a failure. After rolling, remove all hash marks from the skill. Regardless of success or failure, the character must start over again, collecting new hash marks for successful uses.

Skill Bonuses and Penalties are expressed as a number of Ranks to increase or decrease an existing skill. Throughout *Heroes of Legend*, characters are rewarded (or penalized) with changes to their existing physical attributes (such as Strength, Constitution, etc.). The player is told to add to or subtract points from an

attribute. Record these changes in the section provided for them in the lower right corner of the worksheet. For beginning characters, to account for future changes, the GM should not allow any skill to exceed Rank 6 before starting play. NPC skills may go higher as needed to fulfill their intended purpose in the game.

Success or Failure?

Bonuses and Penalties to Skill and Attribute Ranks

Although modifications are given as a fixed value (such as 1 point or 1d3 points), the actual value of the modification depends on the highest score possible for the character's attributes when *creating* the character (Example: 3d6 yields a maximum value of 18). This maximum is set by the actual fantasy role-playing system that you use. If the maximum possible attribute score is higher than 29, multiply your modification points by the conversion factor in the table below to find the actual number of points added to or subtracted from the attribute.

Bonus Point Conversion Table

Attribute Maximum	Conversion Factor
01-29	x 1
30-49	x 2
50-69	x 3
70-89	x 4
90-100+	x 5

Have the GM review and approve all changes brought about by attribute increases or decreases. He may not want a demigod or a hopeless wimp running around in his campaign.

Survival Skills

If you were dumped naked in the midst of a forest or in a back alley of an unfamiliar city, could you survive? Most people have the skills necessary to exist by their wits in their own familiar environment, assuming no outside support. Survival Skills are similar to occupations: they encompass a number of skills, rather than just one. Survival skills are the means by which characters obtain basic necessities: food, water, clothing and shelter.

A Rank 1 Survival Skill indicates the character is barely able to survive in a familiar, "safe," environment. At Rank 3, the character can get by in a familiar place. A Rank of 5 would indicate an ability to get by even in a strange locale, while Rank 10 would indicate that the character can survive and even thrive in a truly exotic or alien setting.

Heroes of Legend recognizes three distinct environments: Wilderness, Rural and Urban. A

character's Cultural Background and Social Status will determine the quality of his skills and the environment for which those skills are best suited. A space for all three settings has been provided for Survival in the SKILLS section on the character history worksheet.

Wilderness Survival skills let the character survive in the great outdoors. The character can find food, shelter and water in the wilds, avoid natural predators, even live through dangerous weather conditions and environments.

Rural Survival skills deal with a cross between wilderness and urban found around small villages, farms and frontier outposts.

Urban Survival skills let the character make his way in cities. The character knows common customs, where to buy or find food, where to find shelter, how to avoid becoming a victim of sentient predators, even how to find work.

Literacy

Literacy is a character's ability to read and write his native language. A space has been provided for the character's Literacy skill in the SKILLS section on the worksheet. A character's Culture and Social Status will affect the quality

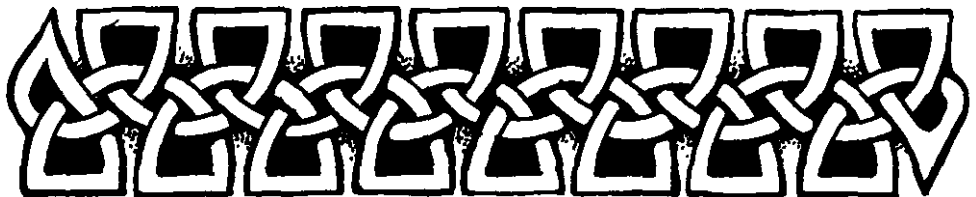
of his Literacy skills.

A literate character's initial Literacy Rank will be equal to 1d4 plus his SolMod (see 103 Social Status) and will never have an initial Rank of less than 1 nor more than 7.

Starting Money

In most places one needs money to get by. Fantasy role-playing systems often assign new player characters a certain amount of money to purchase supplies. This is called "Starting Money." Some entries in *Heroes of Legend* will modify a character's Starting Money, usually

multiplying it by a percentage. Keep a running tally of these money modifications in the space provided for Starting Money Modifier in the box in the lower right hand corner of the Character History Worksheet.



Character Motivation

Why would anyone become a professional hero or even dabble in things adventurous? What would make someone seek out hideously dangerous situations or brave the unknown? What makes characters do what they do?

In a courtroom situation, an attorney probes to discover why someone would allegedly commit a crime. An actress on stage seeks to justify her movements in front of the footlights, and a teacher looks for a way to make a child want to

learn. All three search for the same thing, a *motivation*: something that will provide a reason for future actions or explain and justify past actions.

Every character, whether an NPC or a recently created player character, has a reason for existing, something that serves as a focus for his life. Usually, this reason is not a single goal or desire, but something complex, involving several factors.

Justify Your Character's Life

Each character should have more than one motivation. One will always be a strong primary motivation, and the others will be secondary, less important, but will still provide direction. Use the list of motivations that follows as a guide, but feel free to add your own. Select one or more motivations for the character, then customize them to better fit the character and his history.

Base the selection of the character's motivations on his past, his alignment, his attitude and his personality factors. Do not select motivations that conflict strongly with other aspects of the character's background.

Assign a strength to each motivation, particularly for NPCs. This strength will represent the relative importance of the motivation to the character. For descriptive strength levels, you might try Trivial, Weak, Average, Strong, Driving and Obsessive. A trivial moti-

vation would hardly be worth the trouble to resolve, yet a character who is obsessed with the need to fulfill his motivation may stop at nothing to accomplish his goals, and heaven help any who get in his way. Primary motivations should have relatively high strengths, and secondary motivations should have substantially weaker strengths.

Role-playing and Accomplishing Goals:

After deciding strengths and weaknesses, write a brief description of the character's motivations in your own words on the back of the worksheet to help you make decisions when role-playing. Also, consider what will happen if and when the character finally does what he sets out to do. Will he set a new course for his life, or is life as he knows it simply over? What will keep the character going once his goals are met, or will he just sit around and get fat? Think about these things as you play the character.

Select Character Motivations

The following list should provide you with a good starting point for choosing the specific motivations for your own characters, but feel free to go beyond what you find listed here, possibly to derive motivations from such sources as your favorite works of fiction, movies, legends, folk tales, etc.

Discovery of the truth. This is finding the truth about something. The character has learned that something in his past is not what he has been told. His goal is to find out the true story, even if the truth hurts.

Faith. The character's greatest desire is to serve God to the fullest possible extent. Every action will be weighted based on the teachings of his religion and the extent of his personal belief. This is a great motivator for quests and crusades in the name of God. Note that, unfortunately, characters motivated by Faith need not be good guys only. Many evil and misguided cults have more than their fair share of fanatical followers.

Creed. This may be the most basic adventurer motivation: "How much loot can we get

Motivation Descriptions

"Exalted Gorvan the Ruthless, greetings from Baron T'ar. He sends thanks for your gift of a fine sword but reminds you that there will be no peace until the throne is his and uncontested...."
—Flinar Longneck, Most Unfortunate Messenger for Baron T'ar

{drool, slobber, drool)}?" Rather than as a primary motivation, however, try to use Greed as a secondary motivation, or at least to come up with a justification for loot gathering other than simply to become rich. Why does the character want or need the money? Maybe his sick mother needs fifty bags of gold to be released from prison, or maybe he just wants a nice new palace on the coast...

Promotion of a Field of Knowledge. The character pursues knowledge to advance a specific field of inquiry. He seeks to advance the frontiers of magic, science, medicine or some craft, such as smithing.

Knowledge for Its Own Sake. This is the pursuit of knowledge regardless of its consequences, value or intended use. The character wants to know more, to know the most to know it ALL!

Insight. This is a search for wisdom or philosophy apart from the search for knowledge, insight almost always involves an attempt by the character to improve himself through a better understanding of himself, others and possibly the universe, possibly on a spiritual level

Love. The character lives his life only to serve someone he loves, and he puts this person's welfare and happiness above his own. This is particularly suited to characters who have an ongoing romance. The GM may even wish to kidnap the beloved as a hook for an adventure. Love is also the basis for parent/child scenarios, perhaps in which a sick or missing child motivates a character into an adventure.

Pleasure. The character's goal is to provide pleasure for himself, to have fun, to feel good. This can range from simply having a full belly and a warm place to sleep to fulfilling base desires and living in luxury.

Power! Some people simply need to have

the world at their command. This is never a particularly commendable motivation, even when combined with service for humanity (or other races). Other things always seem to get in the way—and have to be dealt with.

Revenge. In this perennial favorite, someone did something to the character or his family and now the character's gonna pay them back.

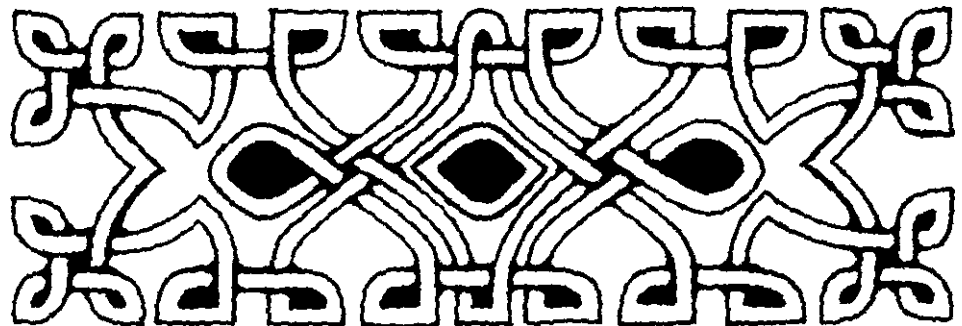
Survival. The goal is to stay alive. In some sense, this is assumed by other motivations, since staying alive is usually a necessary part of other goals. However, here it is in its pure form: the character strives to stay alive even in the face of odds that would cause lesser men and women to simply give up.

To Be the Best. This is common among warriors, knights and athletes, who strive to be the strongest, the fastest, the most skilled. It also can be a strong motivation for craftsmen.

To Reach a Goal. The character has a mission. He must find something or do something specific that matters to him. This motivation is particularly sensitive to a "what-do-I-do-now" situation once the character actually accomplishes the goal. ("Well, I guess now HI go down the mountain...")

To Serve Humanity. Other people always need help and the character realizes that his lot is to help them out (this motivation is easily combined with Faith). This motivation may be directed towards any or all sentient races, and it may even be directed towards animal rights, plant-life, a certain forest, etc.

Working Out a Past Event. One of the events that happened to the character in his past left something unresolved, *and* an adventure is needed to complete the situation. For example: The character was kidnapped, disappeared, and lost ten years of his life without a trace. He then becomes motivated to discover who kidnapped him, what happened, and why his memory was wiped clean.



Using This Book's Pages

The layout of each page in *Central Casting: Heroes of Legend*, is designed to make generating a character background easier, faster and

more enjoyable. Look for the following features:

Make Life Easier—Follow Instructions!

A Sample Page: Page 91

Each section begins with a story excerpt which both illustrates the purpose of the section and provides ideas for your own role play.

Each section's title appears in the upper outside corner of its first page.

Text in the thick bar at the start of a section will indicate when the section may be used.

Instructions always come first. Read them that way.

One or more tables usually form the heart of each section.

Quotes are just for fun.

Text in the thick concluding bar will direct you where to turn next.

Subheads and table names appear in the narrow outer column.

For days you've been using all your elven trickery to avoid the young half-elf who has been asking almost everyone you know for information about you—including how to meet you. Others have told you that she brushes off your messages that you don't want to take on any more explorations or rescues just now, but now you have proof. At last she has cornered you.

Finding you in an alleyway blocked at the other end by a hay cart with a broken wheel, the half-elf runs towards you, calling your name and waving.

"Don't go!" she cries as you look for a way out. "I must tell you! Please. . . . You don't understand. . . . I don't want— I mean, I'm your sister. . . ."

627 Elven Events

Use this section only if directed to do so.

The significant events on this table are particular to elven characters (or characters raised by elves) and reflect some of the differences in their upbringing, customs and society.

Instructions: Roll a d10 and match the result against the table below. Record the event and the age at which it occurred on the character worksheet (see Age on page 10).

Roleplay: An elf's typically long life gives him an unusual time sense. "There is always tomorrow" is a common elven attitude. Also, an elf may see other races as humans see a butterfly, something interesting but not around long enough to become attached to it. The elf loves beauty, especially the beauty of nature. An elf loves fun and good times. In his own societies it is not uncommon for an elf to have a "live for today and let tomorrow take care of itself" attitude. An elf dislikes "dead" wood, made from improperly harvested trees. An elf has a mutual and deadly hatred of goblin-like races.

1d10 Elven Event

1. Forest home is ravaged by monsters. No friends or loved ones are killed, but it will be centuries before the woodlands are restored to normal.	6. Character was found as an adult, possibly 100 years old, sleeping in time-worn clothes next to a giant tree in the woods. Character has no knowledge of his true name, true past or actual skills and abilities. It is like he was born upon waking. (Non-elves wake at age 20).
2. Character is given a magical bow by someone he knows. Go to 745 Others to determine who gave the gift. The GM must determine the bow's magical powers.	7. Character is cursed with human mortality. He ages as a human. A quest may be necessary to remove the curse from the afflicted elf.
3. The character is given a special soul tree. As long as the tree survives and thrives, the character will gain +1 bonuses to his Strength, Constitution and Magical Ability attributes.	8. Character's family adopts a young human.
4. At least one sibling is half-elfen, half-something-else (usually human).	9. Character gains Rank 5 proficiency skills in story-telling and singing.
5. Character acquires an unusual pet. The type of animal acquired is always a natural forest creature of some kind. Go to 752 Unusual Pets to determine	10. From an ancient hermit, the character learns 1d3 human or other languages to at least Rank 4 proficiency.

627: Elven Events

"I know, Bertran, sometimes I wonder what it would be like to be a half-blonded elf."

"What? You mean to be completely worthless?"

—Harpend the Thief and Bertran Stoneback

From here, return to the section that sent you here.

Heritage and Origins

Start Generating Your Character Background Here!

Begin generating your character history by consulting the seven sections under this heading. Take these sections in order (101, then 102, then 103, etc.) and then continue on with 208 Significant Events of Youth on page 39.

101 Race and Ancestry, beginning on page 17, provides you with information about your character's racial and national heritage.

102 Cultural Background, beginning on page 20, gives cultural details about the larger society and environment in which your character's family lived.

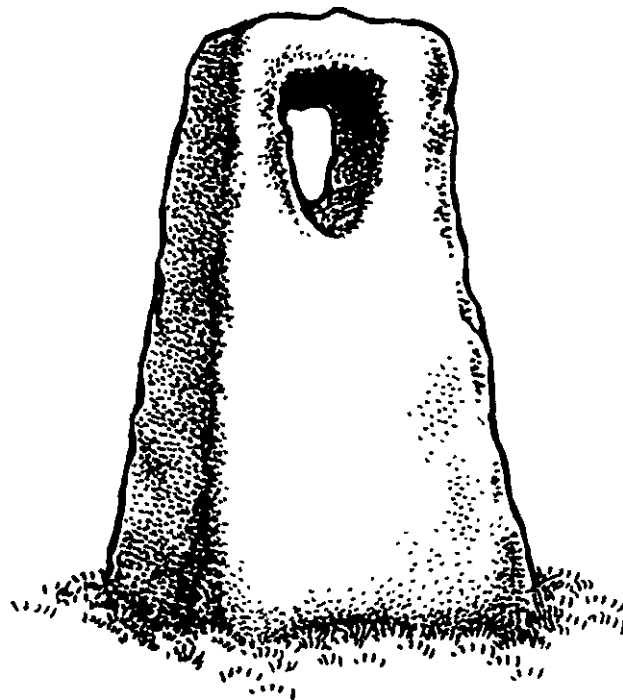
103 Social Status establishes a character's wealth (or lack thereof) and possible nobility. This section starts on page 24.

104 Birth and Family, beginning on page 28, takes a closer look at the details of a character's relatives and upbringing.

105 Place & Time of Birth determines just that, when and where the character was born. This section begins on page 30.

106 Unusual Births provides unique circumstances that surrounded your character's birth and set him out as special, even from his first moments outside the womb. This section starts on page 32.

107 Parents & NPCs, beginning on page 35, provides additional interesting details about a character's parents or, if necessary, about some other significant nonplayer character.



"Those are Dwarven Runes, Jharsvend. Stand aside and let me look at them. Hmmm.... They begin, 'On midwinter's night a great calamity struck these hills....' I guess you're right, Jharsvend. You were born near here."

—Bertran Stoneback

The chest's false bottom lifts out, and below you find a trove of brittle parchment bound into books or gathered into fragile, leather or cloth-tied scrolls. The first scroll that you try to remove crumbles to dust in your fingers...

The book-bound parchment holds up better than the scrolls did, possibly reflecting a more recent creation. The first tome that you examine, interestingly, bears the tracing of a family crest strikingly similar to your own—perhaps too similar for coincidence.

The book, written in a bold, elvish script, is a journal by an author holding your family name! But weren't all your ancestors human?

Start here to create a new character history.

If you have not decided your character's race, begin generating your character history here by using this table to decide whether the character is a human being or one of the other races of humanoids common to most fantasy role-playing game systems. Note that the word "race" is used here in the sense of species, rather than species subdivisions based on differences such as skin color, etc. This table follows the supposition made by many game systems that characters will be primarily human.

Instructions: If you have not already selected a character Race, roll a d20 and consult table 101a below. Read the guidelines for the selected race, and record relevant information on line 101 of your character worksheet. Next (or if you did not roll against table 101a because you already had a character race chosen),

continue by rolling a d20 and recording the corresponding information contained under table 101c. When you have completed this step, move forward to 102 Cultural Background on page 20.

Role-play: Racial heritage, whether a character is human, elf, dwarf or something else altogether, is the basis for a character's background. Humans are easiest. As players, we have something in common with them. Nonhumans, on the other hand, are just that: not human. Like human characters, they have childhoods, the agonies of adolescence, the pangs of love, and the responsibilities that adulthood brings, but these will be skewed and colored by their alien upbringing. Consider all of this before trying to play a nonhuman character like just another human.

d20	Race
1-12	Human: The most common race in many game systems, the humans of fantasy worlds are in most respects identical to humans found anywhere or anywhen else. If you are familiar with modern examples of humanity, then you already have a good basis for role-playing a human in a fantasy setting. Culture: May be of any Culture level. This race uses standard events tables.
13-14	Elf: A race of beautiful humanoids, often referred to as an elder race, possibly a branch of faery, elves are associated with forests, have a natural affinity for magic, and have life-spans far longer than humans. Elves can be aloof and distant or flighty and seemingly carefree, and they may consider other races to be their inferiors. Culture: May be of any Culture level. Primitive elves are assumed to be lost tribes. Decadent elves may be a sub-

15-16	race of high elves who are slowly dying out. For racial events, use 627 Elven Events. Dwarf: Stalwart, short, stocky humanoids, with long beards and dour personalities, dwarves are longer-lived than men. Dwarves are excellent metal and stone workers, renowned as fighters, and are often found living in underground cities. Dwarves can be gruff, grumpy, gloomy or rowdy, and often trust none but themselves. Culture: Never higher than Civilized. For racial events, use 628 Dwarven Events.
17-18	Halfling: Barely waist-high on humans, this is a pleasant race of sturdy farmers and shopkeepers who feel more comfortable with their furry feet propped up in front of a fireplace than anywhere else. Culture: Never higher than Civilized. For racial events, use 629 Halfling Events.

101

Race and Ancestry

INFORMATION & INSTRUCTIONS

Table 101a:
Character Race

19	<p>Crossbreed: A crossbreed has mixed racial blood that combines elements from a mixed ancestry. These characters are sometimes outcasts or loners, never fully blending in to any society from which they hail. Other crossbreeds choose to identify themselves with one society, sometimes at the cost of forsaking all ties with part of their heritage.</p> <p>Not all crossbreeds are half one race and half another. Many are primarily descendants of one race, but can trace their lineage to a pureblood of another race a few or more generations back. Decide the percentage of your character's racial mix, or roll percentile dice, using the result to give an approximate indication of the balance.</p> <p>To find out your character's mixed lineage, roll two more times on table 101a. If your result is "Human" both times, then your character has both</p>	<p>human and elven blood. If any other race is rolled twice, your character is a mix between that race and humanity. If one of your results is "Crossbreed" again, your character may have blood from more than two races. Otherwise, your character's lineage stems from both races you roll.</p> <p>Culture: Culture level will depend on the society in which the character was raised. Choose one of the character's races.</p> <p>As with culture, the character's event table depends on which race dominated his upbringing.</p>
20	<p>Other Races: The character is of a race not normally found mixing in with the races listed above. Roll a d10 and consult table 101b. Unless otherwise specified, these races all use 630 Monster Events for race specific events.</p>	

**Table 101b:
Other Races**

d10	Race	
1-3	<p>Beastman: Part man, part beast, this racial category includes minotaurs, centaurs, satyrs, fauns, and goatmen. A beastman's personality reflects its bestial nature: Minotaurs rush headlong into things. Centaurs have the nobility (or stupidity) associated with horses, and goatmen and satyrs have particular "appetites."</p> <p>Culture: A centaur may be Civilized. Other races will never have more than a Barbarian Culture.</p>	6
4-5	<p>Reptileman: Primitive humanoid lizard-like creatures who often dwell in swamps and marshes, reptilemen may sometimes be degenerate survivors of ancient races. This category includes dragons and serpent men (who are usually evil). Of all the given races, reptilemen are the most alien. They have exotic mannerisms and often exhibit weird, unexplainable behavior.</p>	7-10
	<p>Culture: Any, but treat rolls of Nomad as Primitive and all rolls of Civilized as Decadently Civilized.</p> <p>Orc: A degenerate humanoid race, this may reflect an evil offshoot of elfkind. Noted for vile habits, coarse manners, and a rough way of life, orcs are cruel, self-centered and deceitful, as well as often in fear of punishment for everything they do.</p> <p>Culture: Never higher than Barbarian.</p> <p>Half orc: A crossbreed of human and orc, the character may look nearly human, but often partakes of an orc's baser nature. Half orcs often have a tendency towards evil. Their personalities can be <i>coarse</i> and callous but tempered with human emotion and logic.</p> <p>Culture: May be of any Culture level. Unless raised by humans, uses Monster Racial Events. If raised by humans, uses <i>standard event tables</i>.</p>	

"Pay for the meal? You want pay for this? Ha!

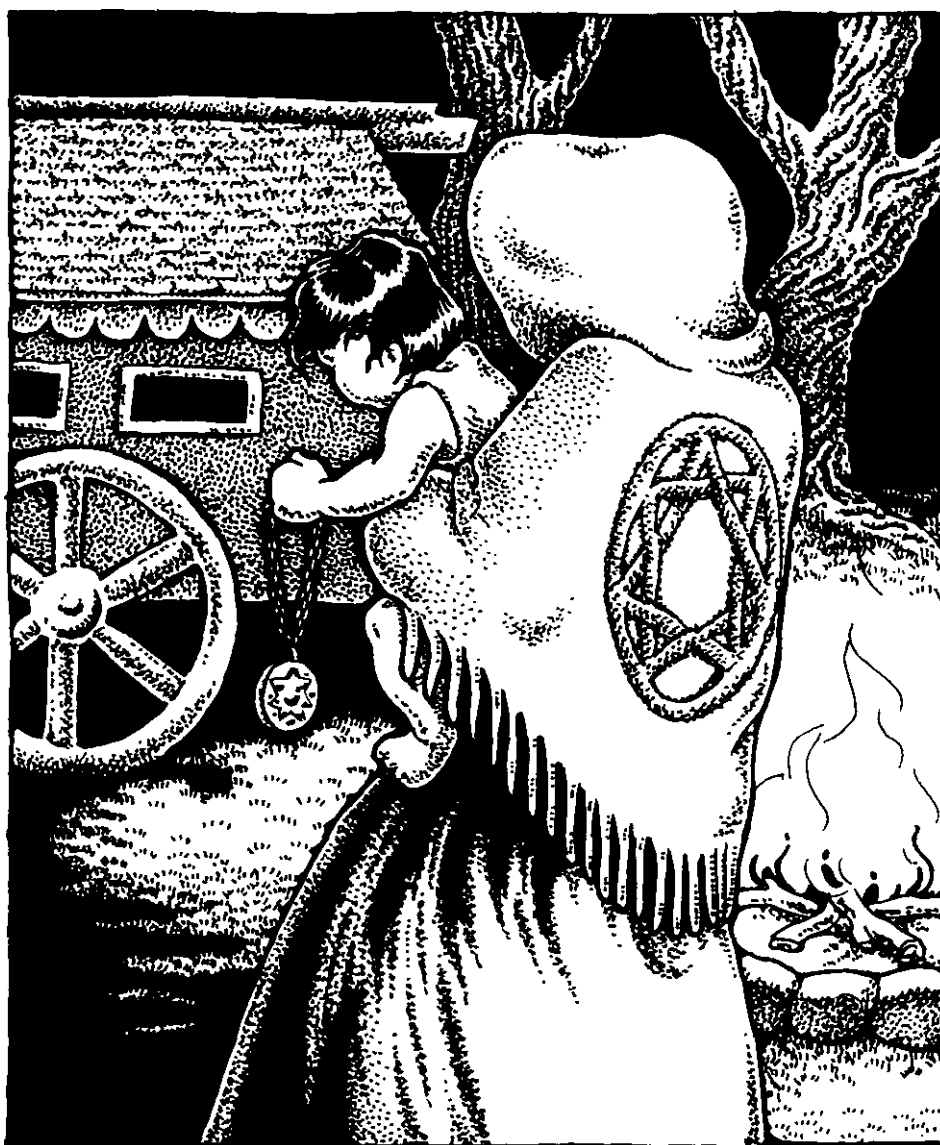
"The meat had maggots. The bread was so infested by pests that it's a wonder it could feed so much mold. You promised a carrot or a radish, but the only other things I could find on the trencher were a dead mouse, a few lumps of coal that may have been something else before they were set afire, and a burgeoning colony of barley-lice. The wine was so watered down it sported algae, and you want me to pay.' No! I've never been so insulted!

"But before I go, can I keep this same table again tomorrow night?"

—Jharsvend

d20	Heritage	16	The character is a member of an indigenous race that has been uprooted or overthrown by invaders.
1-8	The character's cultural ties are to his current nation of residence. While the character's ancestors may have come from another land, he has no strong emotional, physical or cultural ties to another country.	17	The character is the child of recent immigrants to this land and still does not fit in with the dominant society.
9-10	The character's recent ancestry and current nation of residence are the same. However, the character has strong ethnic ties to, and takes great pride in his more distant ancestors' country of origin.	18	The character was born in a foreign land and moved to this land while young. He retains memories of his original homeland and may even seek to return.
11-14	The character is a member of a racial minority within his nation.	19	The character was born in a foreign land and moved to this land upon reaching adulthood. He almost certainly stands out as a foreigner.
15	The character is a member of a repressed race within his nation.	20	Reroll two more times on this table, combining the results.

**Table 101c:
National and
Ethnic Heritage**



From here, proceed to 102 Cultural Background on page 20.

102 Cultural Background

Finally cresting the steep rise that your pack animals have been struggling against for *most of* the day, you stare down into a secluded and lightly wooded valley. Nestled within this valley and clustered around the shores of a small lake at its heart huddle the sod huts of an apparently primitive village. The scant signs of cultivated land surrounding the homes point to little more than subsistence farming, and the rough, heavily rutted dirt road leading down from your position shows little sign of recent tending, if any.

"Shinon's Dell," your guide sighs. "Home...your mysterious artifact hails from this valley."

Consult this section after determining character race and ancestry.

INFORMATION & INSTRUCTIONS

The Culture in which your character begins his life is a significant factor in all successive background determinations. Most of a character's preconceptions *and* prejudices as well as his attitudes and beliefs will be an outgrowth of Culture.

Instructions: If you have not previously chosen a Culture background for your character, roll a d100 on table 102 below. (Remember that tables 101a and 101b suggest Cultural limitations for some nonhuman races.) Following each Culture is a Culture Modifier Number (CuMod) and a native environment. After you determine a Culture, write the Culture level and this CuMod value down on line 102 of your worksheet. (You will use your CuMod to modify several future die rolls.) Then write your character's native environment on the line provided for it. After reading the Culture description, write your character's base survival skills ranking as well as your character's base chance to be literate on the lines provided for them under SKILLS. When

you have finished all of this, go on to 103 Social Status on page 24.

Role-play: Role-playing a character from one culture in the confines of another Culture may initially seem difficult, but if you look for simple guidelines, the task may become easier. Just imagine what it would be like for you to be placed in a totally new environment where nothing was familiar, neither customs, language, nor day-to-day chores.

All but the most trusting people are naturally suspicious of anyone from another Culture—a fear of the unknown. This can be expressed as fearful hatred and persecution (that which we do not understand must be evil and therefore must be destroyed) or fearful awe and wonder, although primitives treating civilized folk like gods is cliché. Another cliché is for characters from one Culture to look down on folk from another Culture (the "You are different, therefore inferior" attitude).

**Table 102:
Cultural
Background**

d100	Culture	CuMod	Native	Survival
01-05	Degenerate Civilized	0	Wilderness/Rural/Urban	6
06-15	Primitive	0	Wilderness	7
16-19	Regressive Civilized	2	Wilderness/Rural/Urban	6
20-34	Nomadic	6	Wilderness	7
35-64	Barbaric	2	Wilderness/Rural/Urban	6
65-77	Developing Civilized	6	Rural/Urban	6
78-87	Dynamic Civilized	10	Rural/Urban	7
88-92	Stagnant Civilized	4	Rural/Urban	4
93-00	Decadent Civilized	7	Urban	5

Culture: See below, beginning on page 21, for a description of each cultural type.

CuMod: Record this in the appropriate location on the Character History Worksheet.

Native: This is the environment with which your character will be most familiar. If more than one environment is listed, choose one.

Survival: This is the total survival ranks that you may distribute among the three *Heroes of Legend* environment types. At least half of your survival ranks must be given to your native environment. See Survival Skills on page 12 for more details.

"Adventurers? You're adventurers?... I assume you'll be paying in advance?"

—Salty

Primitives do not read and write their own language and do not form significant permanent settlements. The chief industry of Primitives is the procurement of food, usually by hunting (traditionally a male role) and gathering (traditionally the task of women, children and the elderly). Primitives do not work metal and organized farming is still rare. Their basic political units are the family and the clan, and their rulers are often chosen because they are the most powerful hunters or warriors of the group. The elderly are revered for their wisdom.

Game-play Benefits: A Primitive character teams basic weapon use at Rank 3 ability and hunting/gathering skills at Rank 4 competency. The learned weapon is usually a club, spear, knife or bow and arrow. All adult, male Primitives (and some females) can create weapons from natural resources (flint and wood

Nomads rely heavily on livestock that can move as seasons and resources dictate and are rarely agricultural. Most Nomads are mounted or use beasts of burden to transport belongings, Nomads organize along family group lines, do not settle permanently, and do not develop their own abstract writing beyond the level of pictographs, in most Nomadic tribes and clans, all adult males are warriors. Nomads may also be skilled in other crafts or professions (rarely metalworking), but skill in combat is a necessity for survival.

Game-play Benefits: A Nomadic character will normally be at least a Rank 4 rider and will have a horse or other riding animal 75% of the time—even if encountered in another Culture, Nomadic mates will learn weapon use to Rank 3 capability after reaching adolescence and will have 1d4 Ranks of skill both at navigating and pathfinding in his culture's primary

Barbarians are generally thought of as crude and semiliterate. In fact, they are not. Barbarian cultures are dynamic, often highly educated societies with a keen sense of propriety and law and order. In a sense, they are pre-Civilized—organized, but not yet developed (or degenerated) to the point where powerful central governments are needed. They normally have a solid economy with defined divisions of labor (occupational specializations). Organized religion is often a central pillar of barbarian society (and may dominate it). Barbarians are generally led by strong, charismatic warriors, but much of the people are governed by extended family groupings such as clans. Like the Nomads,

become a spear, a tree root becomes a spiked club, etc), if he remains within a Primitive Culture, a beginning character will always possess at least one hand weapon.

A character from a Primitive Culture has only a 5% chance to be literate. Since Primitives Have no written language, this will always be the language of another culture.

Role-play: Characters born into Primitive cultures tend to be superstitious. Tradition is important to them. They are often distrustful of "higher" levels of Culture, viewing their accomplishments as evil. A Primitive character will probably be less than willing to accept the "benefits" of civilization and may even suffer from exposure to civilized cultures. Primitive characters are often viewed as stupid but are usually quite clever—they lead hard lives, and they need sharp wits for daily survival.

environment and at caring for their beasts. If he remains within a Nomadic Culture, a beginning character will always possess at least one hand weapon and one missile weapon.

A Nomad will almost always be able to interpret his native pictograph writings but only has a 20% chance to write in it. He has a 10% chance to read the pictographs of another Nomad Culture. A Nomad has a 10% chance to be literate in the language of another Culture.

Role-play: like Primitives, Nomads rely strongly on tradition. They may have wanderlust and can become uncomfortable when tied down to one locale. A Nomad will always feel out of place in a city and often distrusts those who live in them. Nomads retain some of the Primitives' superstitious nature, and a Nomad character will tend to have a kind of wild vitality, a lust for life that has been lost by more civilized people.

most adult mates are warriors in addition to any other profession that they follow (although, like the Vikings, they may put this skill to work pillaging as opposed to warring). They may live in small cities, which are often not much more than semipermanent camps.

Game-play Benefits: After reaching adolescence, a Barbarian will learn weapon-use with a hand weapon and a missile weapon to Rank 3 ability. If he remains within a Barbarian Culture, a beginning character will always possess at least one hand weapon and one missile weapon.

A Barbarian character has a 10% chance to be literate in his native language.

Primitive Culture

Nomadic Culture

Barbaric Culture

Civilized Culture: Degenerate, Regressive, Developing, Dynamic, Stagnant and Decadent

Role-play: Like the Nomads, Barbarians live life with gusto. They live, love, fight, eat and drink like there may be no tomorrow. Barbarians adapt well to Civilized cultures. A Barbarian

character might easily be subject to extreme emotions, such as deep depressions, berserk fighting moods, and exuberant joy, and they are often frank and open about their feelings.

Civilized cultures are most often noted for central governments (which seem to exist solely for the purpose of collecting taxes) and large cities stocked with the dubious benefits of civilization—table manners, royal dynasties, wizards, professional thieves, naval warfare, civil engineering and, of course, tax accountants. The hereditary warrior classes become landed gentry as knights and samurai are replaced by paid soldiery.

Heroes of Legend subdivides civilized societies into six sub-types: Degenerate, Retrogressive, Developing, Dynamic, Stagnant, and Decadent. For details on each specific type, see below.

Game-play Benefits: In addition to benefits listed below under the specific types of civilized cultures, a civilized character has a 50% chance to develop a hobby. Determine the specific type of hobby by consulting section 318 Hobbies on page 60. Also, a character from a Civilized Culture has a 30% chance to be literate in his native language.

Role-play: Civilized peoples—especially those of Well-to-Do and higher Social Status—classically take a dim view of lesser cultures, often viewing them as less than sentient. "Helpful" Civilized folk may feel a need to bring Civilization to lower Culture levels. A civilized character usually feels most at home in a city and will be aware of what a city has to offer.

Degenerate: This is a people living within the ruins of their former greatness, unable to understand let alone duplicate the feats of their forbearers. Members of a Degenerate Culture are often superstitious, even worshiping their ancestor's lost technological mysteries. The term "Degenerate" does not necessarily reflect the society's moral status, and more often than not their societies function like Primitive, Nomadic or Barbaric Cultures.

Game-play Benefits: A character from a Degenerate Culture begins with 1d3 objects (no real estate) from section 858 Gifts & Legacies on page 149. These are an inheritance and may even have sacred status. The character will also usually have a Rank 3 skill in the religious knowledge of his people.

Role-play: Characters born into Degenerate Cultures tend to be superstitious. Tradition is important to them. They may have a "ritualistic" approach to using elements of their more civilized heritage.

Regressive: This is a Stagnant Civilized Culture which is slowly losing the social and cultural gains of earlier generations. Regressive governments tend to be dictatorial or authoritarian, or perhaps they center on the "wisdom" of a small group of elders.

Game-play Benefits: A character from a Regressive Culture begins with 1d3 objects (no real estate) from section 858 Gifts & Legacies on page 149.

Role-play: The character may be highly defensive of his decaying culture, and he may refuse to believe things are as bad for the society as they really are.

Developing: A Developing Civilized Culture is making great strides to improve itself technologically, socially and morally. Usually, this culture is on its way up from Barbarism or making a comeback from Decadence or Retrogression. The government may favor some type of popular representation, and the people place have much faith for the future.

Game-play Benefits: Roll a d6. On a result of 3-5, select one Lightside trait from table 522a. On a result of 6, select 1d3 Lightside traits from table 522a and one Neutral trait from table 522b.

Role-play: A character from a Developing culture could easily have a pioneer spirit, willing to take risks for the good of others and for a better future as well as for personal gain.

Dynamic: Dynamic Civilized Cultures are marked by rapid growth, development and expansion. New ideas and technologies are being discovered and exploited. Governments in Dynamic Cultures are similar to those in Developing Cultures, but access to power resides in the hands of a relative few. In many ways, a Dynamic Civilized Culture stands at the peak of its development.

Game-play Benefits: Roll a d6. On a result of 3-5, select one Neutral trait from table 522b. On a result of 6, select 1d3 Neutral traits from table 522b and one trait from table 522c: Darkside Personality Traits.

Role-play: Dynamic cultures are often self-centered, caught up in the wonderfulness of themselves. In their eyes, they can do no wrong (nor take responsibility for failures). This is a culture of great ego, one that believes that great risk taking and great intellect should earn great rewards. Moral bankruptcy has begun.

Stagnant: No significant societal gains, either technological, sociological or artistic are being made, or have been made in recent memory. This culture has remained essentially as it is for decades, generations, or even millennia. The people refuse to adopt changes. They may no longer dedicate themselves to work, choosing to pursue hobbies instead. Governments tend to be self-serving, self-perpetuating and emphasize maintaining the status quo.

Game-play Benefits: A character from a society like this one has 1d4+2 skill ranks at an occupation that was handed down by his ancestors. Select an occupation from 313 Civilized Occupations.

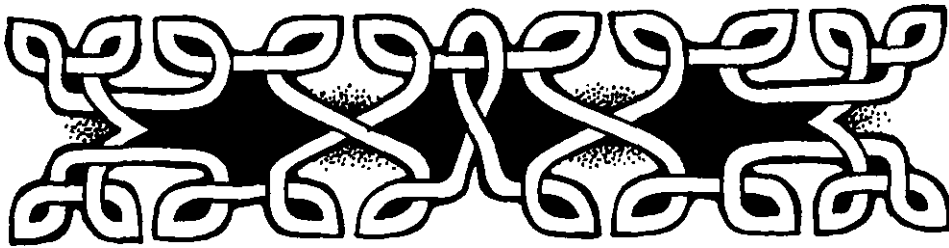
Role-play: Characters born into Stagnant cultures may not believe that innovations are possible, or desirable. They value tradition and are uncomfortable with change.

Decadent: These are Civilized Cultures past the peak of their prime. Decay has begun to set in at all levels, and the people have become hedonistic and jaded. The government seems to have become self-perpetuating and careless of the people's needs. Although

government support of the Poor is expanding, previously common civil liberties and services are disappearing. Inflation in Decadent Civilizations is often rampant.

Game-play Benefits: Street-smarts, survival in the streets, come naturally to this character. Give him 1d3 additional skill Ranks of Urban Survival skill. Roll a d6. On a result of 1-3, select one Darkside trait from table 522c. On a result of 4-5, select 1d3 Darkside personality traits from table 522c and one trait from table 522b: Neutral Personality Traits. On a result of 6, use the 4-5 result but add one trait from section 523 Exotic Personality Traits.

Role-play: It is common for citizens of Decadent Civilized Cultures (even the lowliest slaves and beggars) to believe that their Culture is not only at its dynamic prime, but that it and they are vastly superior to everything else. A character from this Culture could easily have a haughty attitude, looking down his nose at everything. Simple pleasures might easily bore a person from this Culture. On the other hand, they could be so foreign to the character that they may intrigue him to no end.



103 Social Status

The blare of calling trumpets grows louder, coming from somewhere up the street, but you aren't tall enough to see over the heads of the vast crowd pressing its way slowly towards the castle. As you stretch up on your toes for a better look, the man behind you gets shoved into your back, crushing one of his special pastries baked in honor of the king's birthday against the man's chest...

At last an opening appears in the crowd and an ornate gilded carriage appears, ushered through the throng by a tight knot of surly guards and three trumpeters. You have only a moment to wonder why anyone of such obviously high standing would be heading *away* from the royal celebration before a strong hand thrusts you back into the crowd.

This section follows section 102 Cultural Background

INFORMATION & INSTRUCTIONS

Social Status indicates the general wealth of a character's family. Should subsequent events so dictate, this wealth could become the character's fortune ... or lack thereof. It is possible for the course of events in a character's life to change his Social Status for better or for worse. For a beginning character, Social Status affects initial starting money. A Wealthy character will usually have more money than a Poor character.

Social standing can also affect the attitudes that a character will have about himself and others. One can also think of Social Status as a Subculture within a Culture. The basic beliefs, attitudes and skills of the Culture remain, but they are modified by Social Status.

Additionally, a character's Social Status acts as a modifier when determining events that occur to the character later in life.

Instructions: Roll a d100 and add the CuMod from table 102 to the result. Then consult table 103. Following each Social Level

entry is a Social Level Modifier (SolMod). Write the selected Social Level and the corresponding SolMod value on line 103 of the worksheet. The SolMod will be used later to modify other die rolls.

After recording the SolMod and Social Level, modify Survival Skills as described below, read the role-play guidelines and the Social Level description, then go to section 104 Birth and Family.

Survival Skills: Add or subtract the number of ranks indicated on table 103.

Role-play: Like Culture, the character retains at least some of the values and attitudes of the Social Status of his birth, even though he changes social standing. The longer a character spends in a Social Level, the more he adopts the attitudes of that social level. A Poor character who becomes Well-to-Do may initially be frugal, but the longer he lives the good life, the more concerned he becomes about appearing Wealthy.

**Table 103:
Social Status**

	Social Level	SolMod	Survival
01-15	Destitute	0	+1d2 ranks
16-40	Poor	2	+1 rank
41-84	Comfortable	4	—
85-86	(Reroll on this table, but do not add your CuMod to the roll.)		
87-95	Well-to-Do	5	-1 rank
96-99	Wealthy*	7	-1d2 ranks
100-110	Nobility (see description)	(+5)**	-1 rank
—	Extremely Wealthy	10	-1d2 ranks

* Some Wealthy characters will be Extremely Wealthy. Roll a d100. If the result is less than or equal to the character's TiMod (equal to 0 unless your character is a noble) plus 1, then he is Extremely Wealthy.

** This +5 is added to the SolMod after a Noble title has been selected and the Social Status rerolled on this table.

"S late, but yer lucky. Mos' nights y'd get nothin', but th' dog hadn' finished this, so you'll get some supper after all."

—Jen Daisy, Wenchof Salty's Tavern

These people are considered the dregs of society. They own no property, and may have no fixed home. Some perform no real work and are often unemployable. Others are in bond to a master and live at his whim. Still more, especially Primitives, barely five off what meager bounty the land provides. The chief industry of this class is foraging and scavenging. This is survival level—no luxuries. Money is rare for the Destitute and all income goes toward merely staying alive. This social class includes non-guild beggars and other street people, serfs, sharecroppers, rural bandits, some slaves, and unfortunate Primitives.

Game-play Benefits: As a child, a Civilized or Decadent character attains Rank 3 proficiency in street fighting (Dagger and Brawling skills). As an Adolescent, this skill increases to Rank 4. In a Civilized Culture, the character has

a 40% chance to have Underworld experience (go to section 631 Underworld Events). In a Decadent Culture, this chance increases to 60%. A destitute character has only a flat 5% chance of being literate (regardless of Culture).

Money: 25% of normal starting money. No sane person outside the character's own Social Level will loan him money.

Role-play: Characters from this Social Status may believe that they have no real control over their own lives and exist merely at the whim of others, whether it be the gods, the wealthy or just anyone who is not Destitute. This attitude might be expressed as hopelessness, or it might become hatred and revenge directed against either society or those believed to be the cause of misfortune. A destitute person can easily be a street punk, or a goodly person with a heart of gold and a hopeless sigh.

Destitute

A Poor person has a very low income compared to many. He usually does not or cannot own property. His home is usually of lesser quality, sometimes due to uncaring landlords who may also be the Poor person's employer. The luxuries of the poor often include nice food, heat in winter, pets and clean water. In some societies, the Poor are but a step above slaves. This class includes most non-leader Nomads, Primitives, peasants, uncivilized warriors, most laborers, public welfare recipients, some land-owning farmers, some craftsmen, young or partly-skilled urban thieves, apprentices, office clerks and most professional soldiers.

Game-play Benefits: Subtract 15% to the character's literacy chance. As an adolescent, the character has a 50% chance to attain Rank

3 rating in street fighting (Dagger and Brawling skills).

Money: 50% of normal starting money. The character will have difficulty borrowing money from any other than criminal sources.

Role-play: The Poor must work hard to keep what little they have, otherwise they will become Destitute. A Poor character might always be concerned about having enough to get by, but the Poor usually have hope—that they or their children might have a better life if they can work hard and long enough. Although a character from this Social Level may long for a better life, he could be satisfied with the way things are. Hard work is good and the rewards enjoyable. Of all the Social Levels, the Poor are most likely to strongly emphasize religious matters in their lives or to be superstitious.

Poor

This is the middle class of any Culture, regardless of the average wealth of its citizens. These folk usually live in clean, nicely apportioned homes or apartments, often in better neighborhoods. They eat regularly and occasionally very well. Children are often educated by tutors. Luxuries include warm houses, good food, nice clothing, family heirlooms, books, and the ability to hire a servant or workman. A family in this class may own a conservative form of transport—a buggy, a wagon or a horse. This class includes "impoverished" nobility, university professors, scribes, some craftsmen and

merchants, highly-skilled laborers, lower government officials, lower-ranking military officers, lesser priests and magicians, shopkeepers, and prominent warriors and lesser chieftains.

Game-play Benefits: The character may add 5% to his chance to be literate. He may also own an heirloom weapon.

Money: 100% of normal starting money. The character has no problem borrowing money at reasonable rates.

Role-play: Folk from this Social Status are considered to represent the mainstream of their Culture's beliefs and attitudes.

Comfortable

"Hire us? Hire us! Run the bl'ckade? If m'corpse was whole... you'd have none of me! Dang'rous! Too much, too much ... but th'pain comes back. M'leg calls from serpent's gullet and th'sea'll claim th'rest... When must th'crew be ready?"

—TyS'Grit, Seamaster of the Brimwiht

Well-to-Do

These are the upper end of the middle or merchant class in Barbarian and Civilized cultures. They typically own larger homes, have a household servant (a cook and/or a maid), have private transportation, and sometimes travel abroad. They may own more than one home in more than one city. Their children are privately educated. Luxuries include elegant furnishings, artwork, libraries, parties, fine clothing, and occasional exotic foods. This class includes younger offspring of Nobility, successful craftsmen, high-ranking military officers, merchants, ship owners, successful magicians, priests of prominent religions, guild leaders, city officials, and Nomad and Barbarian chieftains.

Game-play Benefits: Add 30% to the character's literacy chance. Additionally, the

character can begin play with a riding animal and two weapons.

Money: 150% of normal starting money. He has no problem borrowing good-sized sums of money at reasonable rates.

Role-play: Outward appearances are often the be-all and end-all of this Social Status, and these folk may try to act like they are Wealthy. A strong tendency exists in this class to look on lower Social Statuses as something bordering on "unclean" and to attempt to associate only with those of equal or higher status. Of all Social Statuses, Well-to-Do folk are probably the least tolerant of their children becoming adventurers ("What will the neighbors think?").

Wealthy

These people are rich. They own large estates, have many servants, plush furnishings and large holdings of land. They usually make their money from real estate, merchant trading and gouging poorer people. What most lower social levels see as luxuries, Wealthy people take for granted. This class includes most titled nobility, merchant princes, high priests of rich cults, owners of very successful large companies, government leaders, very successful magicians, and leaders of criminal organizations.

Game-play Benefits: The character is always literate. He will usually have a finely

furnished home, a riding animal, fine clothing, 1d3 pieces of jewelry worth 10x starting money each, a dagger, and a fine hand weapon appropriate to his culture.

Money: 300% of normal starting money. The character also has no problem borrowing large sums of money at favorable rates.

Role-play: A Wealthy character is accustomed to the finer things in life and may be uncomfortable in less-than-elegant surrounds. It may be hard for a Wealthy character to accept someone from a lower Social Status as an equal.

Extremely Wealthy

Like the Wealthy, the Extremely Wealthy has lots and lots of money. However, they view the merely Wealthy as just penny-ante. The Extremely Wealthy own estates the size of baronies (even dukedoms), have armies of servants (and usually at least one army), throw parties that would beggar most cities, and are often quite eccentric. This class includes heirs of old family fortunes who have continued to expand their holdings, kings of wealthy countries, and emperors.

Game-play Benefits: The character is always literate in his own language (100% chance), and he has a 30% chance to be able to speak 1d4 other languages. Within reason, a character will begin with just about any material possession he desires, including carriages, arms

and armor, expensive clothing, a minor magical item, etc. Availability of items may be the only limiting factor.

Money: Within reason, the character has as much money as he requires—as long as he is at home (perhaps limit this to 20x the normal starting money). The character usually has no need to borrow money unless he is bank-rolling a country or a war.

Role-play: Chances are that a character from this social class will believe that money solves all problems. He may also never have been exposed to the seamier side of life and may have no concept of what it is like NOT to have a desire gratified instantly. Although cliché, the "spoiled rich kid" could easily fit as this type of character. Also see Wealthy role-play guidelines.

"Master, I received this bottle from the prince's own vintner with such lavish praise of its liquor's sweetness and strength that, beyond doubt, the prince himself could savor no better. You know the tales of the royal vineyard, of the death that awaits any who trespass, of the value even of its fruit's succulent aroma. I vowed that never would this treasure leave my hands, never would we part. I will drink this wine on my deathbed and take the liquid to my grave. No, no... but perhaps for your jewelled brooch an arrangement can be made..."

—Overheard in the market square of Cifinesalli

The character who rolls this is a member of a noble family, the aristocracy of the land. These folk have fancy titles, and are generally better off than their fellows (whom they often consider to be less than human). Follow the instructions below to select titles, lands, kinships to other rulers and so on, then return here.

Special Instructions: Go to section 748 Nobles to determine the Noble title of the character's parents and other items of importance to Nobles. Then, the character must reroll his Social Status on table 103 (to find out the family's wealth and current situation), adding the TiMod from table 748a to the result. Reroll results of over 99.

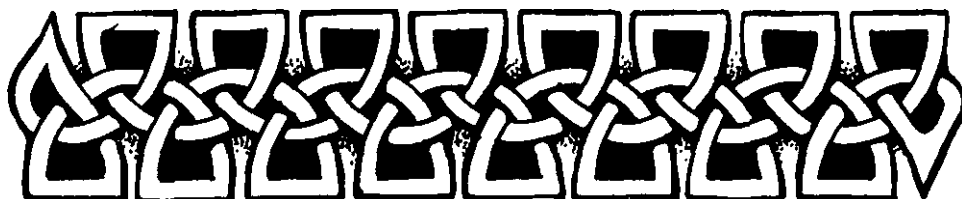
Game-play Benefits: Add 30% to the character's chance for literacy. A beginning character will usually have a full set of non-magical weapons of his choice and a good quality suit of armor. (However, the Noble's

Social Status must be at least Well-to-Do for this armor to be of exceptional quality, such as full plate). A Noble character has a 50% chance to have a strange personality quirk. Select it with 523 Exotic Personality Traits.

Money: Money is determined by Social Status (the second roll on this table).

Role-play: Nobles, by definition, are supposed to be better than other men, born to lead their lesser brethren. Even a Destitute Noble will consider himself to be better than others. The importance and role of Nobility within a Culture will vary with the Culture. They may be dynamic hereditary leaders, able to command men to their deaths, or pleasure-loving parasites who are tolerated only because their existence is traditional. Also read the role-play guidelines in section 748 for further assistance in role-playing this character.

Nobility



104 Birth and Family

A rhythmic wail breaks the incessant moaning that for hours has rolled from the royal bedchamber and signaled the birthing pains of the queen and mother. At last the time has come! At last the heir is born!

But moment follows moment and the doors do not open in triumph. Neither do the mother's painful sobs cease. You wait for an interminably long time, until, finally, a second wail to echo the first comes from beyond the doors. Twins . . .

A midwife erupts from the room, bearing a troubled look and a tiny bundle. She hands the sleeping child to you.

"Take him away and forget where you leave him!" she says. "There can be only one heir—a second means bloodshed!"

The midwife returns to the royal bedchamber, leaving you with a prince who must never know his true identity . . .

This section follows 103 Social Status.

INFORMATION & INSTRUCTIONS

A character's life begins among his family. Though they may not figure heavily into his later adventures, a character's first values come from his family, and it is here that he may place his strongest allegiances.

Also, chances are that the character has or had *one or more* brothers or sisters. Birth order affects things like inheritance, family influence, career, titles and personality.

Instructions: In order; roll a d20 to consult 104a; Birth Legitimacy, roll a d20 to consult table 104b: Family Head, and roll an additional d20 to consult table 104c: Siblings and Birth Order. Do not consult 104d: Other Relations unless you are instructed to by another table. As always, record all results in the appropriate locations of your Character History Worksheet.

If you determine that the character has siblings, then for each sibling roll a d20. If the roll is 9 or lower, the sibling is male; otherwise, the sibling is female. After recording the siblings and their gender on the Character History Worksheet, roll a die that closely corresponds to the number of children in the character's family. Reroll until the result is equal to a specific birth order ["2" out of seven children, perhaps). This is the character's order of birth: record it on the character worksheet.

If you are instructed to consult table 104d: Other Relations, roll Hi/Lo to select the relative's

sex. Hi=female, Lo=male. Also, for relations outside the immediate family, determine which side of the family the relative is related to. Roll Hi/Lo. Hi=mother's side of the family. Lo=father's side of the family.

Role-play: The family is the core of a character's early growth. A character who grows up surrounded by many relatives often has a different perspective on life than a child raised by a single parent—or none at all. Family may be relied upon for aid in times of need.

Siblings can be best friends, ardent rivals or even worst enemies. They can be ordinary people or they can be exceptional individuals whose talents outshine the character's own (imagine always living in the shadow of a more successful brother or sister). You may wish to further expand upon siblings by giving them names, ages, and so on.

First borns may be more aggressive and receive most of their parent's attention and resources. A younger child may try to live up to an older sibling's reputation, or take on a "why even try" attitude.

Game-play Benefits: First borns are usually the designated family heir and inherit Noble family titles, household careers, fortunes and land. Younger children often only receive a smaller portion of these things. First borns generally receive more money from parents (+20% additional starting money).

104a: Birth Legitimacy

An illegitimate child is a child begotten of a woman not married to the father and who is not adopted by the father's family.

Roll a d20. If the result is 19+, the character is illegitimate and has a LegitMod equal to 1d4. Subtract the LegitMod from the character's SolMod to get the character's new SolMod.

Record birth legitimacy on line 104a of your worksheet, then go to table 104b: Family Head.

Game-play Notes: If a Noble character is illegitimate, he gains no further benefit from his TiMod, unless he is the sole heir of his Noble parent.

d20 Family Head

1-9	Two Parents (if illegitimate, parents not married).	17
10-12	One Parent. Roll Hi/Lo. Hi = Mother. Lo = Father.	
13	Aunt and/or Uncle.	18
14	Older Sibling. Roll Hi/Lo. Hi = Brother. Lo = Sister.	
15	Grandparent(s).	
16	Guardian. Roll 1d20. On a result of 8 or less, refer to 747 Guardians. Otherwise, the character was orphaned at birth and adopted into a more-or-less normal family group. Roll	19
		20

a second time on this table, rerolling results of 16 or higher.

None known. Left to fend for self. Change Social Status to Destitute (+d3 Ranks to Survival Skills).

None known. Raised in an Orphanage. Change Social Status to Poor. GM ONLY: See entry #104b on table 968: GM's Specials.

Other Relation. Select on table 104d. More Relatives. Reroll basic family type, ignoring rolls higher than 16. Then select 1d6 additional relations from table 104d: Other Relations.

104b: Family Head**d20 Number of Siblings**

1-2	None: Character is an only child.	14-16	1d4+2 Siblings
3-8	1d3 Siblings	17-18	2d4 Siblings
9-13	1d3+1 Siblings	19	+1d4 Siblings. Roll again.
		20	+1d3 Illegitimate siblings. Roll again.

104c: Siblings and Birth Order**d20 Relation**

2-3	Distant Relative. Shares a common ancestor.	13	Ancestor. Roll a d3+1. The result is the number of generations removed from the character's grand parents {Great Grandparent, Great-great Grandparent, etc.}.
4	2nd Cousin. A cousin's child or a parent's cousin.		
5-8	Sibling. Roll Hi/Lo. Hi=Brother, Lo=Sister.	14-16	Mysterious. The person claims to be a relation, but no solid evidence backs up that claim, and suspicious circumstances surround the "relation's" origins. Reroll the relationship, ignoring rolls over 15. GM ONLY: see entry #104d in table 967: GM's Specials.
9	First Cousin. An uncle or aunt's child.		
10-11	Great Aunt or Uncle. Sibling of a grandparent.		
12	Great Grandparent. Parent of a grand parent.		

104d: Other Relations

From here, proceed to section 105 Place & Time of Birth on page 30.

105 Place & Time of Birth

'In here. Wouldn't take a normal room. Said somethin' 'bout bein' close t' th' ground.'

The innkeeper stands back from the doorway and hands you his torch. Thrusting it through the low opening before you in the stone wall, you gaze upon a tiny cubicle devoid of furnishings except a damp cot which still holds birthing rags from the night before. You shiver as your breath comes out in a cloud that slowly dissipates towards the rotting straw on the floor.

"See," the innkeeper continues. "No windows in th' cellar. The mother just vanished, leavin' th' child wailing ..."

This section follows 104 Birth and Family.

INFORMATION & INSTRUCTIONS

All characters were born somewhere and at some time.

Instructions: Begin by consulting 105a: Time of Birth. Write relevant Time of Birth information on line 105a of the Character History Worksheet. Next, roll a d20 and consult table 105b: Place of Birth, again recording relevant information. Note that every birth location, including those on table 105c: Exotic Birth Locations, has a corresponding BiMod value which will be used by later tables.

Do not consult table 105c: Exotic Birth Locations unless instructed to do so by another table.

Role-play: Imagine the situation that brought the character's mother to the place of birth. Could some event or individual have caused the character to be born here? How does it fit with his Culture or Social Status? Would it be normal to be born here, even under unusual circumstances?

105a: Time of Birth

If you or your GM feel that the season, month or day of the character's birth is important to the campaign, create a dice table similar to the other tables in the book. Use the size of dice that most readily matches the number of seasons, months, etc. being selected. For a 12 month calendar, you would use a d12, etc. If

the time periods are of nearly equal length, the chances to select any time period should be equal. If the time periods are of unequal length, use a d100 and assign a range of values proportional to the relative lengths of each time period.

105b: Place of Birth

d20	BiMod	Place of Birth			
1-6	(2)	In the character's family home.	11	(8)	In a common barn.
7	(2)	In a friend's home.	12-13	(+5)	In a foreign land (roll once again on this table for more information).
8	(0)	In a hospital or healer's guild hall.	14	(10)	In a cave.
9	(8)	In a voyaging ship.	15	(8)	In the middle of a field.
10	(8)	In a carriage or wagon while travelling.	16	(9)	In a forest.
			17-20		Roll 1d20 on table 105c: Exotic Birth Locations.

"He lies to you! He clouds your eyes!"

"Prince Lyr? You must be mistaken."

"Must I? When does he say he was born?"

"On the eve of sept night after the harvest's dawn—"

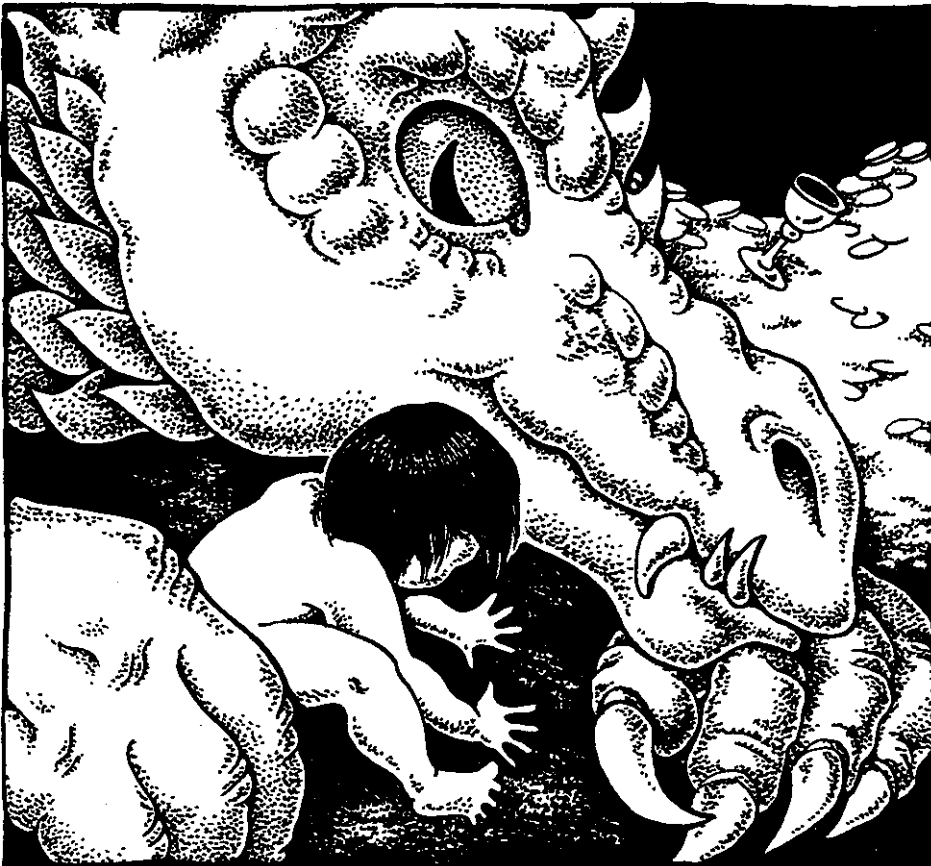
"He lies! He lies! Your lordling came to birth during death-night for the midwinter's dragon moon! Ere that eve he cried from his mother's womb and struck these seer Panes dumb with the terror of his foretelling. I feel the presence of Panier now, of his cold touch in the pit of my heart. I feel the fear that even now shackles him within these castle walls. Not even the dead rests safely in the shadow of Prince Lyr's inevitable doom. Prince Lyr is the one spoken of by prophesy! The lordling is bane of us all! His lies cannot hide this! They cannot!"

"Oh. Well... y'know, 'lie' is an awfully strong word. Perhaps he just forgot..."

—Mistress Wernacht and Jharsvend the Thief

d20	BiMod	Location			
1		Roll twice more on this table. Combine the results (and BiMods) together in a workable way.	10	(9)	evil person, ruler or creature.
			11	(17)	In a bar, tavern or alehouse.
			12	(12)	In the sewers.
2	(10)	In a prison cell (possibly because the mother was imprisoned at the time).	13	(9)	In a thieves' den.
					In the lair of monsters. Determine the type with section 749 Monsters.
3	(22)	In temple of a good deity (Optional: determine deity type in section 756 Deities).	14	(32)	CM ONLY: Refer to entry #105 on table 968: GM's Specials.
4	(15)	On a battlefield. Roll a d6. On a result of 6 the character was born on the battlefield; otherwise, the birth occurred in camp.	15	(27)	In the temple of an evil or malignant deity.
			16	(22)	On another plane of reality, then transported to this world sometime soon after birth.
5	(12)	In an alley.			In another time period, then transported to this world sometime soon after birth.
6	(9)	In a brothel (this does not necessarily indicate that the character's mother was a prostitute).	17	(17)	On a ship at sea.
			18	(9)	In a prison cell (might indicate that the character's mother was imprisoned at the time).
7	(9)	In the palace of a local ruler (mayor, baron, etc.).	19	(16)	
8	(12)	In the palace of the ruler of the country (king, emperor, etc.)			In a wizard's laboratory.
9	(22)	In the palace of a powerful	20	(27)	

105c: Exotic Birth Locations



From here, proceed to section 106 Unusual Births on page 32.

106 Unusual Births

The crone waves her hand over the surface of a small pool and mutters an unintelligible incantation. The pool becomes perfectly calm, and its surface takes on a dark, misty cast in which no reflection appears.

"Back, back..." she whispers, "back through the whirl of time.... A woman cries, for the agony of her labor weighs heavily upon her.... It is your mother! And the time is the night of your birth.

"As you enter the world, a tremendous storm rages outside, driving a mysterious stranger to your door. He enters and asks to see you, claiming to bear a great gift for the one just born under that roof.

"The stranger asks to gaze on your face, and as he does so, his eyes widen in disbelief. 'Sorry,' he murmurs, 'wrong house.'"

This section follows 105 Place & Time of Birth.

INFORMATION & INSTRUCTIONS

Legendary characters often began their lives under unusual, often mysterious circumstances. Some are born at crucial times during the day or year, others are the children of gods. These circumstances of their births often shape their later lives, whether the characters know it or not, and may foreshadow lives fraught with the unusual. Of course, not every character is born under unusual circumstances. In fact, many have rather normal or near normal births.

If you want your character to be more-or-less normal, do not use this section. It has a tendency to make the character as unusual as the circumstances under which he is born. To avoid this section completely, simply proceed to section 107 Parents & NPCs.

Instructions: Roll a d100 and add the character's BiMod (from either table 105b or 105c) to the result. Match the total against table 106a: Nature of Birth to check for the occurrence of unusual circumstances surrounding the character's birth.

If table 106a shows that one or more unusual occurrences took place at the character's birth, record the number on line 106a of the Character History Worksheet and go to table 106b: Unusual Birth Occurrences. Take the result from table 106a and roll a d100 that many times on table 106b.

If you are a player and the result on table 106a indicates that the CM is to determine one or more unusual birth circumstances, make a note of this on your character worksheet. Your character is not aware of the true nature of the resulting circumstance (or its effects have yet to reveal themselves). Let your GM make the necessary rolls. The GM will reveal any obvious

results of the roll and make a note of the "truth." Discovery of the "truth" about the character's birth can easily become a motivation for the character's later adventuring.

If you are a Game Master creating a Nonplayer Character (NPC) and the result on table 106a indicates that the GM is to determine one or more unusual birth circumstances, continue making the rolls, but the NPC will be unaware of the true nature of each GM-only roll.

If table 106a indicates that there are no unusual birth circumstances, proceed to section 107 Parents & NPCs.

If a later roll on table 106b contradicts an earlier one (such as rolling both "born at noon" and "born at midnight"), take the first result obtained. Reroll all duplicate results. Record each birth circumstance on the lines provided in area 106b on the Character History Worksheet.

Role-play: The circumstances surrounding a character's birth are often seen as omens that foretell their later life. An asterisk (*) following the number on an entry of table 106b indicates that others who know of this occurrence may treat the character differently than they might a "normal" child. The character might be thought of as special, gifted, or even "unclean"—perhaps something to be hidden away. Often the worst omens are kept from a child, but he may then grow up surrounded by whispers, strange looks and possibly avoidance. These situations can make a character curious about the future, or even fearful of it. He may believe that there is something special (for good or ill) about his life.

"Good fellow! I am glad to find you here at this early hour! Only one awake so early will have the opportunity to sample this newly purchased wine, to touch its fire, to drink this burning fruit, to— lck! Ack! (Cough, cough) Ptui! (Cough, cough, cough) Um... to imbibe this rich vintage, to..."

-Salty

d100+BimodUnusualBirthOccurrences

- 01-67 Nothing unusual occurred.
 68-83 One unusual occurrence.
 84-92 Two unusual occurrences.
 93-99 Two unusual occurrences—GM selects one.

d100 Occurrence

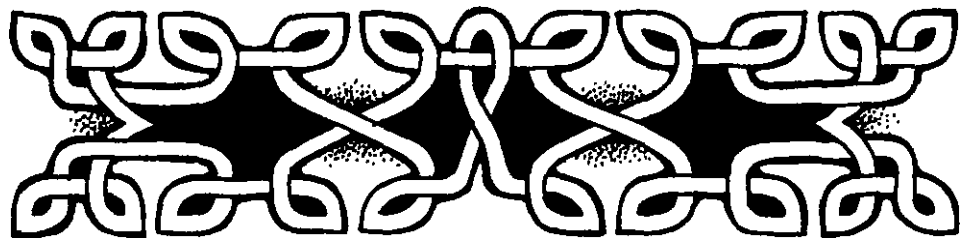
- 01-05* A person of note in the vicinity of the character's home died when he was born. The character may be blamed for the death, or he might be presumed to be the reincarnation of the deceased.
- 06-10* Wolves and dogs set up a howling at the moment of the character's birth.
- 11-20* The mother died in childbirth. See section 644 Death of a Loved One.
- 21-23 All glassware in the house suddenly shattered.
- 24-25* All milk in the area soured at the character's **birth**.
- 26-27 Father believes the character is not his child, but the offspring of another man (whether true or not).
- 28-31 The character has an identical twin (20% chance of being separated at birth). Also, roll a d6. On a result of 6, the twin's personality is drastically different than that of the character, possibly even opposite (if one became a good warrior, the other might have become an evil wizard).
- 32-34* Water froze or boiled by itself.
- 35-37 Seasonally unnatural weather occurred.
- 38* Unnaturally potent storms raged.
- 39-41* The character was born at exactly Midnight. Roll a d10 1d3 times on the following subtable to determine effects to the character. Reroll any duplicates.
- | | |
|-----|---|
| 1 | +1d6 to Magical Ability Attribute for the hour immediately following Midnight. |
| 2-3 | Night Vision (sees in the dark as if in the day). |
| 4-5 | Extremely pale skin—skin is sensitive to bright sunlight (1 HitPoint damage per hour of exposure to bright daylight). |
| 6 | -1d6 to Magical Ability attribute for the hour immediately following Noon. |
| 7 | +1 Rank natural skill bonus for any stealth-related skills (sneaking around, hiding, etc.). |

- 100-101 Three unusual occurrences.
 102-104 Three unusual occurrences—GM selects 1d2.
 105 Four unusual occurrences.
 106+ Four unusual occurrences—GM selects 1d3.

- | | |
|-----|---|
| 8-9 | +2 to Magical Ability attribute after sun sets (or when in darkness or shadow). |
| 10 | -2 to Magical Ability attribute during daylight. |
- 42-44* The character was born at exactly Noon. Roll 1d3 times on the following subtable. Retoll any duplicates.
- | | |
|-----|---|
| 1 | +1d6 to Magical Ability attribute for the hour immediately following Noon, |
| 2-3 | No Night Vision (blinded in darkness). |
| 4-5 | Extremely tanned skin—skin is treated as 1 point of armor, |
| 6 | -1d6 to Magical Ability attribute for the hour immediately following Midnight. |
| 7 | -1 Rank for any stealth related skills. |
| 8-9 | +2 to Magical Ability attribute during daylight. |
| 10 | -2 to Magical Ability attribute after sun sets (or when in darkness or shadow). |
- 45-48* A seer declared that the character would be afflicted by an ancient family curse (that the character's family thought was long gone). Go to table 862a: Curses to determine the affliction upon the character. Decide a reason for the curse to have been laid upon the family in the first place.
- 49-50* A goose laid a golden egg when character was born. Roll a d10. If the result is 7-9, the character still has the egg. If the result is 10, he has the egg and it is magical.
- 51-53* The sky darkened when character was born (like an eclipse). If born at night, the moon and stars went dark briefly.
- 54-55* The house became infested with poisonous snakes the next day (and someone may have been killed).
- 56* All gold in the house turned into lead.
- 57* All metal in the house turned into precious metals.
- 58-59* The character was lost or abandoned in the wilds almost immediately after

106a: Nature of Birth**106b: Unusual Birth Occurrences**

- birth and raised by wild animals. Choose an appropriate animal, such as a wolf, bear, ape, etc., and assume that the character can now communicate reasonably well with that species. The character may now have abilities not available to most humans, or perhaps performs some much better—or just different—than normal.
- 60-62* The infant character was left to die on a hillside by his natural parents. The character was subsequently raised by foster parents who discovered the child.
- 63-64* The character was born immediately after a momentous event. Roll Hi/Lo. On a Hi result, go to 624 Tragedies to determine the nature of the occurrence. On a Lo result, go to section 625 Something Wonderful. Others who know of this occurrence sometimes believe the character's birth was related to (or even the cause of) the event.
- 65-69* The character was born with an unusual birthmark (see 860 Birthmarks).
- 70-75* Born with a curse (go to table 862a: Curses).
- 76-81* Born with a blessing (go to table 862b: Blessings).
- 82-85 The character was born with a fraternal twin. Roll Hi/Lo to determine gender (Hi = female. Lo = male). There is a 20% chance that the twin died at birth.
- 86 The character is one of a set of identical triplets. Roll Hi/Lo to determine gender (Hi = female. Lo = male). There is a 20% chance that each triplet died at birth.
- 87-88* An old hag (witch) prophesies the character's death (go to 643 Death Situations).
- 89-93* The character was born with an unusual physical trait (go to table 862d: Unusual Physical Traits).
- 94 The character was born with 1d3 psychic powers (go to 864 Psychic Powers).
- 95-99 A Mysterious stranger bestowed a gift on the character at birth (go to 858 Gifts & Legacies to determine the nature of the gift).
- 00 Roll Twice more and add 20 to the resulting rolls.
- 101-110* The character is the offspring of a mortal and a demon (other-planar creature of evil). The evil creature's parentage affects the character's attributes. For each attribute, roll a d3 and a d6. If the d6 result is 1-4 add the d3 to the attribute. If the d6 result is 5-6 subtract the d3 from the attribute. Also, roll once each on table 862d: *Unusual Physical Traits*, table 862a: *Curses* and table 522c: *Darkside Personality Traits* to learn things gained from the demon.
- Role-play:** This character may be despicably evil, or he may be in a constant battle to keep his demonic nature in check. The demonic parent may not care about its offspring, or it might have a special purpose in mind for him. Assume that most who know of the character's heritage will shun or even seek to destroy him.
- 111-120* The character is the offspring of the avatar of a god and a mortal (an avatar is a semi-mortal incarnation of a god). The character may add 3 points to each attribute to represent godlike qualities inherited from the parent. Character is automatically an initiate of the parent god's cult and may become a priest once minimum requirements are met. Roll once each on table 862d: *Unusual Physical Traits*, 858 *Gifts & Legacies* and table 862b: *Blessings* to learn things gained from the parent god. Finally, see 756 *Deities* to determine the god who is the character's parent.
- Role-play:** The parent deity may not care about his or her offspring, or he or she may have a special purpose in mind for the child. Assume that most who know of the character's heritage will be in awe of the character. However, foes of the god (and possibly the god's immortal spouse) may seek to oppose and destroy the character.



The door to the tavern swings open and the short, wiry figure of Piktig slips in, carrying a small sack that thumps heavily as he sets it down on the table before you.

"I got it!" Piktig squeaks. "I told you I had the gold! Now where's the fire stone?"

The tavern door opens again, and you can't help but smile as the tail you placed on Piktig steps inside and catches your eye.

"Ifollowed him," the tailsays. "You were right. Thelittle rat's a thief. He even has a tunnel that surfaces in the mayor's treasure room ..."

This follows section 106 Unusual Births. It deals either with a player character's parents or an NPC himself.

For most NPCs, just labeling them by their occupation or relationship to the character will be enough. For other important NPCs, you will want to create backgrounds as detailed as those you make up for player characters. However, rather than use the regular (and admittedly time-consuming) method to create every NPC who needs a bit of history, it's nice to touch only the highlights and yet still get an interesting character.

For NPCs, this section determines the unusual events that have already taken place in their lives—the things they are known for. These are the NPCs most outstanding features. Most of these features will be readily apparent either upon encountering the NPC or upon getting to know them better.

For parents and guardians, this section determines the aspects that a character remembers about the person or persons who raised and reared him through childhood or the things that those persons did or became that most affect him. For the most part, these things in this section relate to the head of the household.

Special Notes about Parents: What a character becomes is greatly influenced by the beliefs, attitudes and life-styles of those who rear him as a child or adolescent. In the best of situations, these are the character's parents, but they can also be guardians or masters of an orphanage. These tables touch on aspects of the character's parents that may be important parts of his later development.

Instructions: Regardless of culture or social status, all heads of household in a society have an occupation, something that they do that provides food and shelter for themselves

and their dependents. (The head of the household is the parent upon whom the society traditionally places the burden of support. In many societies this is the father or male parent.) If you are creating an NPC who already has an occupation, then skip table 107a and go on to table 107b.

Roll a d20 against table 107a to select the number of occupations held by the Parents or NPC. Note that this table merely selects the number of occupations in the household, not the actual jobs performed. Follow the directions given for the result, determining all actual occupations on the Occupation Tables (see sections 310-313; consult the section appropriate for the parent/NPC's Culture and Social Status unless otherwise noted) and then continue with table 107b for the NPCs (or parent's) further development.

For table 107b, roll a d3. The result is the number of rolls for Noteworthy Items about the Parents or NPC to make on that table. Roll a d20 for each item, match the result on the table, and then record any important information in area 107 of the Character History Worksheet.

For Parents/Guardians only, roll an additional d6 for each Noteworthy Item rolled on table 107b. The d6 determines to which parent (or guardian) the listing applies. A d6 result of 1-4 indicates the head of the household. A result of 5-6 indicates the listing applies to the other parent (or guardian). If only one parent (or guardian) is alive, then apply all results to that parent only. If an orphanage is being rolled for, apply the results to the head master or mistress of the orphanage.

107 Parents & NPCs

INFORMATION & INSTRUCTIONS

"Service, wench!"
"Lessee some pay first Y'll get nothin' but y'can afford it."
"Here..."
"What? A few bits o' iron?"
"Iron! Silver's what y'mean!"
"Silver? Silver? Hah! 'Scovered with rust!"
"That's notrust! That's...Urn, that's decoration."

—WragHalsethandJenDaisy

107a: Number of Occupations

d20	Number of Occupations	
1-12	Head of household (NPC) has one occupation.	
13-14	Head of household (NPC) has one primary occupation which is performed full-time and a secondary occupation which is performed on a part-time basis. For the secondary occupation, use the occupation table for the next lower Social Status within the appropriate Culture.	17-18
		19
15-16	Head of household does not work, but the other parent does. (For an NPC or single parent household, treat this as a result of 13-14.) Roll a d6. On a roll of 1-3, use the occupation table appropriate for the parent/NPC's	20

Culture and Social Status. On a roll of 4-5, use the table for the next lower Social Status. On a roll of 6, use the table for the next higher Social Status. Both parents within the household have an occupation. (For an NPC, treat this as a result of 13-14.)

Head of household (NPC) is or was an adventurer. Go to 750 Adventurers to determine the type of skills possessed by the parent or NPC.

Head of household (NPC) does not have a readily apparent occupation of any kind. When money is needed, it just seems to be available. (GM ONLY: See entry #107 on table 968: GM's Specials).

107b: Items of Note

d20	Result	
1	NPC is Noted for his personality. Roll a d6 on the subtable below to select the NPCs noted trait.	
	1-3 Noted for a Lightside personality trait. Go to table 522a: Lightside Personality Traits to determine this outstanding aspect of the NPCs character.	
	4-5 Noted for a Darkside personality trait. Go to table 522c: Darkside Personality Traits to determine this outstanding aspect of the NPCs character.	
	6 Noted for an exotic personality trait. Go to 523 Exotic Personality Traits to determine this strange aspect of the NPCs character.	
2	NPC had 1d3 unusual birth circumstances. Select them on 106 Unusual Births.	
3	Devotes time to a hobby. Go to 318 Hobbies to determine the hobby and the devotion to it.	
4	NPC possesses an unusual item. Select the item with 858 Gifts & Legacies.	
5	NPC is noted for his appearance. Select 1d3 appearance items with 867 Appearance.	
6	NPC was affected by an Exotic Event which is spoken of often. Go to 642 Exotic Events to determine what occurred.	
7	NPC is noted for an unusual ability or physical feature. Select this oddity with 862 Exotic Features.	
8	NPC has an obsession regarding some-	9
		10

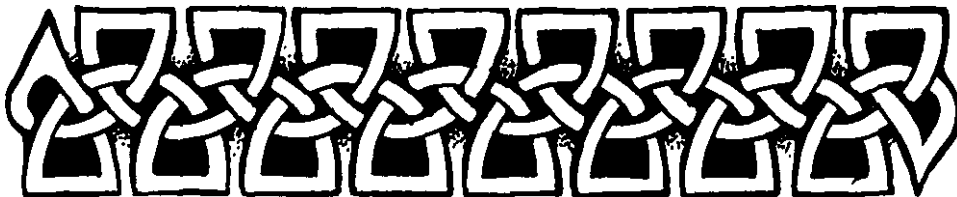
thing that has happened (or might happen), something that dominates the rest of his or her life. Roll a d6 on the following table to determine the focus of the obsession:

1	A relationship with someone. Go to 745 Others to determine the person.
2	A significant event from the past. See 208 Significant Events of Youth to determine what happened.
3	The working out of a personality trait. Roll a d6. On a result of 1-3, go to table 522c: Darkside Personality Traits to determine this trait. On a result of 4-6, go to table 522a: Lightside Personality Traits to determine this trait.
4	The accomplishment of a motivation. Go to Character Motivations on page 13 to determine this goal.
5	Accomplishing a future event. With 419 Significant Events of Adulthood, determine what the NPC seeks to have occur.
6	Preventing a future event. Determine what the NPC seeks to stop on 419 Significant Events of Adulthood.
9	NPC has a secret identity. Select the Social Status (section 103) and occupation (as appropriate to the Culture—see sections 310-313) for the other identity.
10	NPC has a patron. Determine the details about this service relationship

- with 641 In the Service of...
- 11 NPC is a military veteran. Select the branch of service on table 632a: Type of Service.
- 12 NPC is very religious and constantly seeks to evangelize others to join his religion, faith, or cult. Select the deity worshipped on 756 Deities.
- 13 NPC is noted for or hesitant to speak of something that occurred in his past. Roll a d4 on the subtable below to determine the situation.
- 1 NPC is famous for the occurrence of a significant event, possibly even a hero. Go to 419 Significant Events of Adulthood to determine what happened.
 - 2 NPC is persecuted or villainized for the occurrence of a significant event. Go to 419 Significant Events of Adulthood to determine what happened.
 - 3 NPC is important in home village/town/city, not just another face in the crowd.
 - 4 NPC won't speak of something that occurred in the past. GM ONLY: Go to 419 Significant Events of Adulthood to determine what happened.
- 14 NPC's relationship with his family involves one of the following. Roll a d4 on the subtable below.
- 1 NPC is particularly loving towards family.
 - 2 NPC does not love family or children.
 - 3 NPC is unfaithful to spouse.
 - 4 NPC has married more than once: Current spouse is number ... (roll 1d4).
- 15 NPC was originally from a different Culture. Go to 102 Cultural Background to determine original home Culture.
- 16 NPC originally of a different Social Status. Go to 103 Social Status to select the former social standing.
- 17 NPC is from a foreign land.
- 18 NPC has made friends and/or en-

emies. Roll a d6 once on the subtable below.

- 1 NPC has a rival. Go to 754 Rivals to select the antagonist. If the NPC is the character's parent or guardian, roll a d6. On a result of 5-6, the rival also includes and seeks out the character.
 - 2 NPC had many enemies. Roll 1d10+2 to determine the number. Go to 754 Rivals to determine these antagonists. If the NPC is the character's parent or guardian, roll a d6. On a result of 5-6, the rival also includes and seeks out the character.
 - 3 NPC has many close friends (Roll 1D10+2 for their number). These folks usually dwell in the NPC's home village/town/city. If the NPC is the character's parent or guardian, they are known as "uncle" or "auntie." Because they are like family, they may be relied on for aid in times of trouble. Determine backgrounds for these folks only as needed.
 - 4 NPC has 1d6+1 jilted ex-lovers.
 - 5 NPC had a companion. Select the companion on 753 Companions. If the character searches long enough, the old companion can be found.
 - 6 Roll two more times on this subtable, rerolling duplicates.
- 19 NPC was horribly wounded once. Select the type of injury on 863 Serious Wounds.
- 20 NPC is noted for his extremely unusual personality. Select 1d3 exotic personality traits with 523 Exotic Personality Traits and link them together in some fashion. Collectively, they should make the NPC character even stranger, possibly a real weirdo.



Childhood & Adolescence

All Characters Must Consult This Section

Your character history generation is well underway. By now you have determined information about your character's racial, cultural and social background as well as information relating to your character's birth. This is, of course, only a beginning, unless all along you've had a burning desire to role play a toddler. ("Okay, unless the dragon gives me possession

of its hoard, I'm going to scream, kick, pound my fists on the ground, and possibly even soil myself.")

So, what's next? Consult section 208 Significant Events of Youth beginning on page 39 to determine some of the most significant happenings from your character's adolescence and childhood years.



"Th'cook, he use t'like t'playgamez on th'young'nz, he did. He'd gather th'lot o' 'em t'gether an' toss 'ema hunk o' meat jez t' watch 'em scrap fer it. Course, th'cook gits hiz in th'end, he does. Comes time fer hiz, he gits through wit' watchin' a scrap an' finds thet a couple o' th' rats'd snuck roun' an' looted th' 'ntire kitchen."

—Brubnub, Goblin Guard, 2nd o' the Watch

208 Significant Events of Youth

As you stand by the Baron's throne, waiting for your audience, a guard drags in a small boy roughly thrusting him to his knees before the feudal lord.

"Lord Baron, seven merchants accuse this urchin of thievery and property destruction. Before my eyes, he ran through the marketplace and snatched goods from two carts, upsetting a third and spoiling the owner's wares."

"Well," the Baron begins as he rises from his throne, "this cannot continue."

The Baron approaches the boy and bends down to place a hand under the lad's chin, forcing the child's face upwards, angled towards his own. "I'm sure the child knows what he did was wrong."

The child nods.

"All the boy needs is a reminder." The Baron shifts his attention to the guard. "Take the lad out and flog him.... No, better yet, I'll do it...."

This section follows 107 Parents & NPCs.

In a sense, this is where the action begins. These are the events that occur during the character's "growing" years, the memories from childhood and the activities of adolescence.

Instructions: Use this table twice. The first time, use it to select events that occur during the character's childhood. The second time, use it to select events that take place during the character's adolescent years.

To determine the number of significant events that occur during childhood and adolescence, roll a d3 once for each age period. For each event, roll a d20 and add the character's SolMod to the result (Noble characters: double-check to see if 5 has been added to the character's SolMod).

For each roll, match the result against table 208a and record the event in the EVENTS section of the Character History Worksheet. (Only consult tables 208b and 208c if specifically directed to by an event on table 208a.) Many events require additional rolls on other tables. If you are asked to use another table, go to that table, follow instructions found there, record any relevant information, then return to this table until all rolls here are complete.

Age: You must determine the age of the character when each event happens. For a human child, roll a d12 (for ages 1 to 12). For a human adolescent, roll a d6 and add the result to 12 to obtain an age from 13 to 18. For

nonhuman characters, refer to Age on page 10.

Developing a Personality: As a character grows, his personality takes shape. Many events that occur in a character's life also cause a character's personality to develop. Personality traits shape the way a character acts or responds later in life. Some of these traits are good, or Lightside traits. Others are considered bad, or Darkside traits, and still others are neutral, neither good nor bad.

Most of the events on the significant event tables (tables 208a, 208b and 208c) are followed by a letter enclosed in brackets. This letter represents the type of personality trait that develops because of the event. An [L] means a Lightside trait. A [D] means a Darkside trait. An [N] means a Neutral trait, and an [R] means that you will determine the trait later.

Each time you select an event followed by a letter in brackets, record it on the Character History Worksheet, and also record its corresponding letter in the space provided to the left of the event line. When you get to 521 Alignment & Attitude, the instructions there will tell you what to do with the letters.

Role-play: By the time a character reaches adulthood, his personality has already been determined for the good or the bad by the events of childhood. Maturity may refine the character, but rarely does it significantly change his attitudes.

INFORMATION & INSTRUCTIONS

"Bertran, did you stable your horse here?"

"Yes. Why?"

"Um ... nothing to worry about, actually. Nothing at all. But, uh, I was just wondering, did you want to sell it?"

"No, of course not. I would nev— Jhars ... Jhars, come back here! Jhars!"

—Jhars vend the Thief and Bertran Stoneback

208a: Significant Events of Youth

d20+SolModEvent

- | | | |
|---|--|--|
| <p>1 All public assistance is terminated because the country is at war. This causes bloody riots in the poorer sectors of towns and villages. The character's family is very much involved in these uprisings against the ruling class. Primitive characters reroll this event [R].</p> <p>2 While foraging in a trash heap, the character finds an unusual object. Select from 858 Gifts & Legacies.</p> <p>3 Reroll, but do not add in SolMod.</p> <p>4 Character's friends involve him in illegal activities. Go to 631 Underworld Events and follow the directions there [D].</p> <p>5 A tragedy occurs. Determine what happens on 624 Tragedies [R].</p> <p>6 Something wonderful occurs. Determine what happens on 625 Something Wonderful [L].</p> <p>7 Learn an unusual skill. Select skill with 866 Unusual Skills [N].</p> <p>8 Learn head of household's occupation to Rank 2 competency. If no head, use patron's occupation or a random selection from the appropriate Culture's occupations [N].</p> <p>9 Character runs away from home. Roll a d10 on the subtable below to select the events which then occur [R].</p> <p style="margin-left: 20px;">1 Never returns home.</p> <p style="margin-left: 20px;">2 Returns after 1d8 days.</p> <p style="margin-left: 20px;">3 Returns after 1d12 months.</p> <p style="margin-left: 20px;">4 Returns after 1d6 years.</p> <p style="margin-left: 20px;">5 Travels to a distant land.</p> <p style="margin-left: 20px;">6 Joins the circus.</p> <p style="margin-left: 20px;">7 Falls into the hands of criminals. Select events that occur on 631 Underworld Events [D].</p> <p style="margin-left: 20px;">8 Lives with another sentient race. Select the type with 751 Nonhumans. For characters who are nonhumans, substitute "human" for the character's race on table 751.</p> <p style="margin-left: 20px;">9 Wanders the land, one step ahead of the authorities, living by wits. Survival skills improve by one Rank in environment of choice.</p> <p style="margin-left: 20px;">10 Roll 1d3+1 times on this subtable, discarding any conflicting events (always keep earlier of conflicting rolls).</p> <p>10 Character has a religious experience. Determine the details on 639 Religious Experience [R].</p> | <p>11</p> <p>12</p> <p>13-14</p> <p>15</p> <p>16</p> <p>17</p> <p>18</p> <p>19</p> | <p>Family has the following attitudes towards the character. Roll a d6 once on the subtable below.</p> <p style="margin-left: 20px;">1 Character is loved by parents or guardians [L].</p> <p style="margin-left: 20px;">2 Character is unloved [D].</p> <p style="margin-left: 20px;">3 Family has great plans for character's future and expect's character to fulfill those plans [R].</p> <p style="margin-left: 20px;">4 Family does not approve of character's friends [R].</p> <p style="margin-left: 20px;">5 Family encourages character's interests [L].</p> <p style="margin-left: 20px;">6 One parent is distant and cold <i>towards the character</i>. Roll for Hi/Lo. Hi=mother. Lo=father [D].</p> <p>Character serves a patron. Determine the details with 641 In the Service of... [N]</p> <p>A special age-specific event occurs. If the character is currently a child, roll d20 and consult table 208b: Special Events of Childhood. If the character is currently an adolescent, select the event by rolling d20 against table 208c: Special Events of Adolescence.</p> <p>Gain a friend. Select friend from 745 Others [L].</p> <p>A race-specific event occurs. To select the event, elves go to section 627, dwarves to section 628, halflings to section 629 and monsters to section 630. If the character is human, then he has an encounter with nonhumans and befriends them. Roll the type on 751 Nonhumans [N].</p> <p>1d3 more significant events occur during this time.</p> <p>An exotic event occurs. Select the event with 642 Exotic Events [R].</p> <p>A change or upheaval occurs in the character's family. Roll a d6 on the subtable below to select this change or changes. Note: Assume that subsequent events take place after this event occurs. Roll all subsequent events using new CuMod or SolMod. [R].</p> <p style="margin-left: 20px;">1 Character changes Culture Level. Reroll Culture Level on 102 Cultural Background.</p> <p style="margin-left: 20px;">2 Character changes Social Status. Reroll Social Status on 103 Social Status.</p> <p style="margin-left: 20px;">3 Character changes locale. Roll a d10 to determine the relative distance of the</p> |
|---|--|--|

	move. A result of 1 is within the same town. A result of 10 might mean a move to another continent.	22	panions to work out the details.
4	The head of the household changes occupations. Use the occupation table appropriate to the person's Culture (sections 310-313).		A special age-specific event occurs. If the character is currently a child, roll d20 and consult table 208b: Special Events of Childhood. If the character is currently an adolescent, select the event by rolling d20 against table 208c: Special Events of Adolescence.
5	Character's parents split up. Roll Hi/Lo to see who the character goes with. Hi=mother. Lo=father. Roll d6 for each parent. On a result of 1-4, parent remarries within 1d3 years.	23	Character develops jaded tastes for exotic and possibly expensive pleasures [D].
		24	Roll again, subtract 1 from the roll and do not add in the character's SolMod (treat a result less than one as one).
6	Roll twice more on this subtable. These changes all occur at the same time. Reroll duplicates.	25	Rivals force the character's family to move to a new locale, probably in another country, or face reprisals [N].
		26	Something wonderful occurs. Determine what happens on 625 Something Wonderful [L].
20	Something bad happens to the character. Roll a d4 on the subtable below to select the event [D].	27	A tragedy occurs. Determine what happens on 624 Tragedies [D].
1	Character is molested by an adult. Go to 745 Others to determine who is responsible for this terrible thing.	28	Wealthy or Extremely Wealthy characters reroll and add 5 to the roll (scores over 33 are treated as 33). All other Social Statuses reroll and add 2.
2	A tragedy occurs. Determine what happens on 624 Tragedies.	29	Character is betrothed in a political marriage to be consummated upon reaching age of majority (about the time that a character would begin an adventuring career) [D].
3	Character teases and angers an old woman (a witch) who then puts a curse on him. Select the curse on table 862a: Curses.	30	Head of household is made a close advisor to a local ruler [R].
4	Character acquires a Rival. Go to 754 Rivals to work out the details.	31	Family travels widely, visiting several countries [N].
		32	A special tutor teaches the character an unusual skill at Rank 3 competency. Select this new skill with 866 Unusual Skills.
21	Something good happens to the character. Roll a d4 on the subtable below to select the event [L].	33	Family throws an extravagant birthday party for the character. Everyone who is anyone attends. When all the gifts are recorded, one unusual gift stands alone without a card to say where it came from. Select this gift from 858 Gifts & Legacies [R].
1	Character inherits a large sum of money—10 times what the character's normal starting money would be.		
2	A good fairy blesses the character as a reward for a good deed. Select blessing on table 862b: Blessings.	34	Character exhibits symptoms of an exotic personality. Select trait from 523 Exotic Personality Traits.
3	Something wonderful occurs. Determine what happens on table 625: Something Wonderful.	35	Family gives character 1d10 personal slaves to do with as he sees fit [R].
4	Character acquires a companion. Go to 753 Com-	36	Family gives character a personal estate with 1d10 square miles of property [N].

The best sword you have! I would like to buy the best sword you have, and nothing else will be acceptable."

"Very well, this here is the best You can have it for 500 fingerweights of gold."

"Ah ... 500. Perhaps I could see the second best"

—Wrag Halseth and Kiv Blacksmith

208b: Special Events of Childhood

d20	Childhood Event		
1	A kindly neighbor teaches the character, improving the character's literacy skills in his own language by one rank of competency.		
2	Character becomes emotionally attached to a toy and cannot bear to be parted from it for 2d10 years [R].	13	
3	Character has a collection of related things, such as pretty rocks, animal skulls, dolls, sticks, leaves, etc.		
4	Character has a close friendship with a sibling (or a cousin if no siblings exist). Sibling is either next oldest or next youngest in relation to the character [L].	14	
5	Character has an imaginary friend [R].		
6	Character is a child prodigy at an unusual skill. He has a Rank 6 ability with the skill. Select the skill with 866 Unusual Skills.		
7	Character learns use of a weapon appropriate to Culture and Social Status at Rank 1 skill. You select the weapon.	15	
8	The character and a friend discover a secret hiding place near his home. The hiding place remains undiscovered and undisturbed at least until he becomes an adult.	16	
9	The character becomes proficient (Rank 3) at a sporting event. Select an appropriate event.	17	
10	A friend of the family, an old warrior, tells the character grand tales of adventure and derring-do [L].	18	
11	The character becomes well-known, even famous for the occurrence of an event in his life. Reroll the event on table 208a: Significant Events of Childhood & Adolescence [R].	19	
12	One of the character's grandparents dies of natural causes in the presence	20	
			of the character. Roll a d10. On a result of 8-10, the grandparent entrusts the character with a secret. Note: the GM should create some piece of information that has been kept from the character until now [R]. The character witnesses a crime being committed by 1d4 persons. The perpetrators of the crime (the criminals) see the character but are unable to catch him. It may be possible that these criminals still seek the character, even now. Select the crime with 865 Crimes [R].
			A race-specific event. To select the event, elves go to section 627, dwarves to section 628, halflings to section 629 and monsters to section 630. If the character is human, then he has an encounter with nonhumans and befriends them. Roll the type on 751 Nonhumans [N].
			An exotic event occurs. Select the event with section 642 Exotic Events [R].
			Through a brief misadventure, the character discovers that he is a nearly exact twin of a young Noble. Select the title of the young Noble's parents on 748 Nobles. This could lead to interesting events later in life [R].
			A tragedy occurs. Determine what happens on 624 Tragedies [D].
			Something wonderful occurs. Determine what happens on 625 Something Wonderful [L].
			An event that would normally affect an adolescent occurs now. Reroll this event on table 208c: Special Events of Adolescence.
			The character acquires a hobby. Select the type of hobby on 318 Hobbies.

208c: Special Events of Adolescence

d20	Adolescence Event		
1	Learn to use a weapon appropriate to the character's Culture and Social Status at Rank 3 competency.	5	
		6	
2	To be fashionable, people tattoo their faces. The character is tattooed with an unusual marking. Select the type of tattoo by using 860 Birthmarks.		
3-4	Apprenticed to learn an occupation. Go to 309 Apprenticed. This event ALWAYS takes place at age 13 for a human character (for other races select an appropriate early adolescent age—see the Age table on page 10) [N].		
			A wizard (or other spell-caster) teaches the character a simple spell.
			Character is accused of a crime that he did not commit. Select the crime on 865 Crimes (ignore the punishment footnotes), then roll a d6 on the subtable below [D]:
		1	Character is imprisoned. Go to 638 Imprisoned to determine the details of the punishment.
		2	Character is publicly stockaded and flogged as an example to others, causing his Charisma attribute to be re-

	duced by a third of its total value.			deposed. Any other result means that any known participants are officially outlawed and have a price on their head. Roll a d10 again if the rebellion failed. If the result is less than 10, only a few close friends know of the character's participation. A result of 10 means that the character is an outlaw [R].
3	Character is tortured to reveal the names of accomplices. Roll a d6. On a result of 5-6, he receives a serious wound. Select the nature of the injury on 863 Serious Wounds .			
4	Character is found innocent, but not before suffering serious humiliation. Reduce the character's Charisma attribute by 1d3 points.	12		The character becomes well-known, even famous for the occurrence of an event in his life. Reroll the event on table 208a: Significant Events of Childhood & Adolescence [N].
5	Character is sentenced to death, but at the last second, he is rescued by notorious outlaws. He now has a price on his head. Roll a d6. On a result of 6, he joins the outlaw band, remaining as a member until at least age 18. Go to 631 Underworld Events for additional details of this phase of the character's life.	13-14		The character has a romantic encounter. Go to 640 Ah, Love! to determine the details of his romance. If the character is not yet 16 years of age, any results that indicate marriage to the lover are optional events at the player's discretion unless children are involved, in which case marriage is usually enforced if the character and his lover are of approximately equal Social Status (that is, not more than one level apart) [R].
6	The character is sold into slavery. Go to 637 Enslaved! to determine the details.	15		The character learns to speak another language at Rank 3 competency. Decide what language is learned.
7	The character learns an unusual skill. Select skill on 866 Unusual Skills.	16		A race-specific event. To select the event, elves go to section 627, dwarves to section 628, halflings to section 629 and monsters to section 630. If the character is human, then he has an encounter with nonhumans and befriends them. Roll the type on 751 Nonhumans [R].
8	The character acquires a hobby. Select the type of hobby on 318 Hobbies.			
9	Learn head of household's occupation to Rank 1d3 competency.			
10	The character joins the military. Go to 632 Military Events to determine the details of his military career. Roll a d4 on the subtable below to select the character's reason for joining [R].	17		An exotic event occurs. Select the event on 642 Exotic Events [R].
	1 Character was drafted during wartime.	18		A tragedy occurs. Determine what happens on 624 Tragedies [R].
	2 Character patriotically volunteered.	19		Something wonderful occurs. Determine what happens on 625 Something Wonderful [R].
	3 Character was rounded up by a press gang who needed to meet a quota.	20		A beginning character is older than normal when he begins his adventuring career. Roll d6. Add the result to the oldest age of the character's adolescent period (see Age on page 10). The character will be at least this old before starting an adventuring career. On 419 Significant Events of Adulthood the character will need to make 1d3 event rolls (instead of the usual one roll) to determine what happens to him after he reaches adulthood.
	4 Character mistakenly thought that he was applying for some other government job.			
11	The character participates in a rebellion against local authority. Roll a d10. If the result is 9-10, the rebellion was successful and the local rulers			

From here, proceed to 419 Significant Events of Adulthood on page 63.

Occupations & Hobbies

Get a Job!

Many characters have an occupation which they practiced before abandoning their past and taking up a life of thrilling adventure. The sections under this heading determine the nature of that occupation. Note that not all characters will consult these sections when creating their histories; do not consult them unless another section directs you to do so.

Most every character begins his occupation by surviving an extensive period of apprenticeship, during which he works as an essentially unpaid servant under the rule of a master craftsman. See 309 Apprenticed, beginning on page 45.

Four sections under the Occupations and Hobbies heading define occupations that stem directly from the character's native culture. 310 Primitive Occupations on page 47 defines such trades as "Fisherman" and "Hunter." On page 48, 311 Nomad Occupations expands the occupation list to include "Herder" and even "Adventurer." 312 Barbarian Occupations on page 49 reflects a still more diverse culture

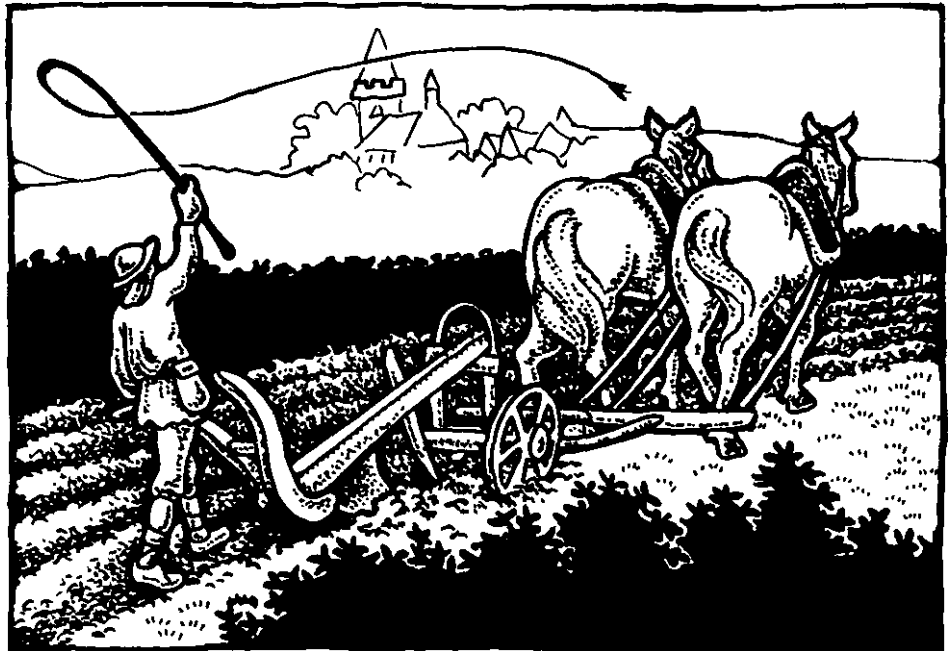
leading into 313 Civilized Occupations, which reflects the ordering of occupations according to social classes. 313 Civilized Occupations begins on page 50.

314 Merchants, beginning on page 54, defines several types of merchants who sell goods in barbarian and civilized societies.

Occupations affiliated with the rulers of the land or the city appear in 315 Government Jobs on page 56, and occupations for skilled artisans may be found beginning on page 57 under 316 Crafts.

All characters who have an occupation or craft in their background may decide to use 317 Occupation Performance, on page 59, to determine how well or poorly they did in their work as well as what sort of attitude they held in that capacity.

Some characters are too wealthy or obsessed to worry much about an occupation and instead devote their time towards developing a hobby. See 318 Hobbies, beginning on page 60.



"I didn't always wan' t' be a wench. When I was younger I want'd t' be a princess, 'cept then I found out I'd have t' wear uncomf'table shoes all day."

—JenDaisy

309 Apprenticed

The blacksmith takes your sword closer to the forge and twists the blade back and forth to catch the warm light of the fire.

"Dull, yes," the man growls, "but it'll sharp on th' stone. Worm!"

The smith's call summons a thin, breathless young man who joins the master at a huge grinding stone in the corner of the room.

"Turn th' stone, Worm. Faster. Faster! You'll never be a master smith with arms like that! FASTER!"

At last, with a shower of sparks, the blacksmith applies your blade to the stone....

Use this section only if directed to do so.

INFORMATION & INSTRUCTIONS

Many crafts and professions are perpetuated by the practice of taking on an apprentice who lives in the shop of a master of the craft. In return for payment from the apprentice's parents and a large amount of menial labor, the master slowly teaches the apprentice the secrets of the trade. This is a process that takes several years, but at the end, a diligent apprentice knows his craft and may seek his livelihood at it.

Instructions: First, select the occupation to which the character is apprenticed by rolling a d10. Match the result against table 309a: Occupation. Select the occupation on the table indicated by the die roll result.

Next, roll a d10 once and match the result against table 309b: Apprenticeship Events to select the noteworthy event or situation which marks his apprenticeship. Remember to note whether or not the apprenticeship runs its full duration (see below).

Duration: An apprenticeship normally lasts five years and always begins at age 13. A shortened or lengthened period of apprenticeship can affect the character's skills at the craft.

Game-play Benefits: After completing a five year apprenticeship, the character will have learned the skills of his new trade to at least Rank 2 ability. Roll a d20 (note modifications for shortened or lengthened apprenticeships below). If the result is 12 to 16, the character learns his craft at Rank 3. If the result is 17 to 19, the craft is learned at Rank 4. If the result is 20, the craft is learned at Rank 5.

Shortened Apprenticeship: If the character does not complete the full five years, his skill at the craft is only Rank 1.

Lengthened Apprenticeship: For each extra year the character spends at his apprenticeship, he may add 1 point to the d20 die roll for skill Rank (as described above). If the modified result equals 26 or more, the character learns the new craft at Rank 6.

The Master: As an option, the player may develop the personality of the character's master. Determine the master's sex (roll Hi/Lo) and assume that he has at least a Rank 7 skill in the craft he teaches. Use section 107 Parents & NPCs for additional information regarding the master.

d10	Occupation
1-2	Select occupation on table 316a: Craft Table I.
3-4	Select occupation on table 316b: Craft Table II.
5-6	Select occupation on table 316c: Craft Table III
7	Instead of a normal apprenticeship, the character receives an education from a college or university. Treat any result from table 309b as having occurred at the school. The master is an instructor. The character picks up skill ranks just as an apprentice would, but

the skill ranks correspond to knowledge about the world's science, lore, philosophy, magic, arts, etc., rather than corresponding to an occupation. A character who gets this result is automatically literate in one language and should roll percentile dice twice for two 50% chances of literacy in additional languages.

8-10 An occupation selected from the occupation table appropriate to the character's Culture Level. Select it from sections 310 through 313.

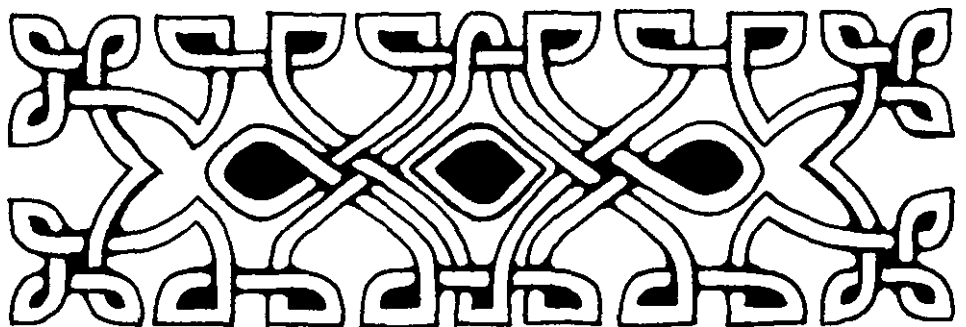
309a: Occupation

"Uh oh. Bertran, I think I just accidentally broke Grug's scepter. D'ya think he'll be mad."
 "Oh, no, Jhars. Grug the Merciless Marauder is known for his kind, gentle ways."

—Jharsvend the Thief and Bertran Stoneback

309b: Apprenticeship Events

d10	Events		onment (see 638 Imprisoned) and also gains 1d3 Darkside Traits (see table 522c).
1	The character's master is noted for his strong and often annoying personality. Select a personality trait on table 521b: Random Personality Trait. If the result is "01-50 No Personality Trait Develops," the master has an exotic personality trait. (Select the trait with section 523 Exotic Personality Traits.) This feature so irritated the character that he cannot stand to be around anyone who acts in the same manner.	4	The character is caught in an attack by soldiers or a rival crime network and has a 50% chance of suffering a serious wound (if so, see 863 Serious Wounds).
2	The character accidentally breaks his master's valuable collection of sculptured ceramic chamber pots (or something else appropriate). For this, he is expelled from his master's service and the apprenticeship ends after 1d4 years (remember to note the effect on the character's occupation skill).	5	The character remains for the full period of apprenticeship but gains 1d3 Darkside Traits (see table 522c).
3	The character accidentally stumbles upon a lost secret of the craft. His master takes the credit (of course). However, the character only revealed part of the secret. The GM should determine some craft secret that could have a later impact on game play.	6	The character remains for the full period of apprenticeship without incident.
4	The character continues to study the craft with his master for an additional 1d6 years beyond the normal period of apprenticeship. Remember that this affects the character's chances of learning better skills.	6	The master under whom the character studies is world-renowned, one whose skill is legendary (Rank 10). The character learns his craft to at least Rank 3 (instead of the normal Rank 2).
5	While the master was out, the character investigates his record books, only to discover that his master's shop is a front office for a vast criminal network. Roll d6:	7	One of the other apprentices becomes the character's best friend. Roll Hi/Lo for the friend's sex. Hi=female, Lo=male. He or she eventually goes on to become a noted master of the craft. This NPC may be developed using the NPC suggestions on pages 176-179.
1-2	The character runs away after only 1d4 years of apprenticeship.	8	An exotic event occurs in the master's shop while the character is apprenticed there. Roll for Hi/Lo. Hi=the event affects the master, Lo=the event affects the character. Determine this event with 642 Exotic Events.
3	The character gets involved in the criminal network and commits 1d4 types of crimes. See 865 Crimes. The character has a 50% chance of suffering imprisonment	9	The character accompanies his master on several long, eventful journeys to the courts of distant Nobles. Roll 1d3 to determine the events that occur to the character and his master. Select these events with 419 Significant Events of Adulthood. Reroll any conflicting events.
		10	Roll twice more on this table. Reroll any conflicting events.



From here, return to the section that sent you here.

310 Primitive Occupations

When you enter the small clearing, a tall, wiry man leaps out from the trees opposite your party. The man sports a worn woven cloak bristling with feathers, twigs, strips of colored cloth, and several sets of bones from small woodland animals. A fur hat topped by deer antlers rests upon his head, and beneath the cloak bits of ragged furs gather together in a long, loose-fitting tunic.

The man lifts a twisted staff in his right hand and begins to chant in an unfamiliar tongue ...

Drawing weapons might not have been a wise choice. The shaman backs off, but in his place rush several dozen spear, axe and club-wielding tribesmen...

Use this section only if directed to do so.

Technically speaking, Primitives do not learn occupations. Their occupation is survival. A Primitive character must master all the skills of his Culture in order to live with his environment. If specialization of skills exists, it is only because the clan or tribe can afford to have someone not gathering food. Even then, the function provided is one of survival.

Instructions: Begin by rolling a d20. Match the total against table 310a to select an occupation. From here, go on to 317 Occupation Performance.

Role-play: Survival is the occupation of a Primitive character. All other things are frivolous, if not downright dangerous to you and your clan. It is not impossible for a Primitive character to learn the skills of other Cultures, but it may be hard for him to understand why he should need to learn them.

Game-play Benefits: Each occupation has several skills associated with it that the character can learn and improve. The GM and the player will need to determine how they are to be used in play.

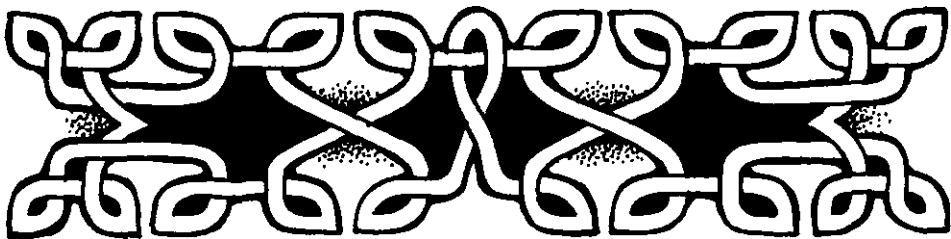
INFORMATION & INSTRUCTIONS

d20	Occupation		supplemented by gathered foods.
1-9	Fisherman: he lives off the bounty of the waters: fish, shellfish and crustaceans. The fisherman is a net crafter and a boat maker, though boats are rarely more complex than a dugout, raft or hide boat.	19	Warrior: all primitives are warriors if the need arises. This profession usually protects the clan or tribal chieftain and does not hunt or fish to provide food.
10-18	Hunter: he stalks wild game, providing both food and clothing. Diet is	20	Special Occupation: select on table 310b.

Table 310a:
Primitive
Occupations

d4	Occupation		tainers from reeds and branches. Often a task of clan women.
1	Shaman: a religious leader. Often feared and quite powerful within the clan. This is the primitive equivalent of a physician and priest. In addition to totem magic, he is wise in the ways of plant lore and homespun medicines.	3	Artist: can render lifelike ceremonial pictures of beasts and gods.
		4	Toolmaker: he can make the best wood and stone weapons for the clan and is allowed to focus on this task, rather than provide food.
2	Basket Weaver: makes woven con-		

Table 310b:
Special Primitive
Occupations



From here, proceed to 317 Occupation Performance. (then return to the section that sent you here.)

311 Nomad Occupations

On and on into the night the storyteller weaves his fascinating tale about why his nomadic tribe first abandoned its ancient home and why it must never return. Around you, the storyteller's fellow tribesmen nod and smile their agreement at each turn in the tale, sometimes even joining in to chant the storyteller's singsong verses.

A jug of sweet liquid passes from hand to hand and you drink your share, but not long after a tremendous weariness overtakes you. When you awake, the nomads are gone, and so are your horses....

Use this section only if directed to do so.

INFORMATION & INSTRUCTIONS

Few occupations within Nomad Cultures are very specialized. Most Nomads are self-sufficient. The skills needed to live their Nomadic lives are known by all. Still, in a few larger camps, some individuals perform but a single function (or group of related functions) for their clan or tribe.

Instructions: Roll a d20. Match the total against table 311a to select an occupation. From here, go to 317 Occupation Performance.

Role-play: By learning a trade, a Nomad

character becomes a contributing member of society. He gains skills that may be useful when adventuring and also has a means to make money when not adventuring. Follow directions to other tables if required.

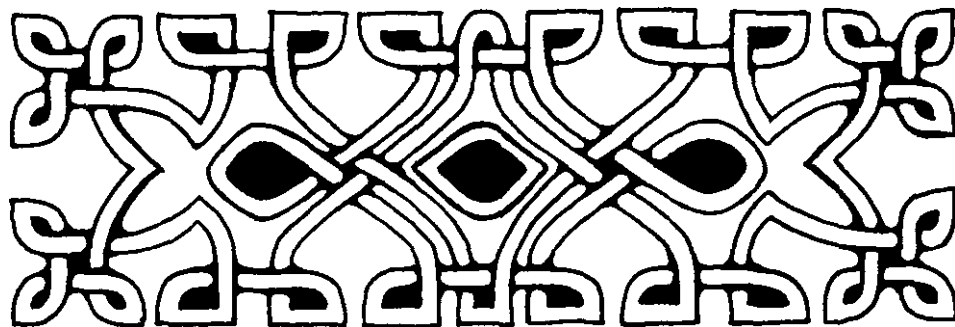
Game-play Benefits: Each occupation should have several skills associated with it that the character can learn and improve upon. The GM and the player will need to determine what these are and how they are to be used in play.

311a: Nomad Occupations

d20	Occupation	17-18	Warrior: though most adult Nomads are warriors, this is a full-time position.
1-2	Craftsman: type i. Select craft on table 316a.	19	Merchant: select type with 314 Merchants.
3-12	Herder: raises the animals that are the mainstay of the nomadic way of life.	20	Special Occupation: select on table 311b.
13-16	Hunter: a hunter of animals.		

311b: Special Nomad Occupations

d10	Occupation	6	Weapon Master: teacher of weapon skills.
1	Priest or Shaman: See entry #1 on table 310b.	7	Counselor/Philosopher: usually an old man or woman who serves the leader of the clan.
2	Healer/Herbalist: one who is wise in the ways of plant lore and medicines.	8	Civilized Occupation: see section 313.
3	Adventurer: select on 750 Adventurers.	9	Horsemaster: a horse (or other riding mount) breeder and teacher of riding skills.
4	Career Criminal: select type with 865 Crimes.	10	Entertainer: storyteller, minstrel, juggler, tumbler, etc.
5	Tent Maker: makes the leather, felt or fabric tents which are the nomads' homes.		



From here, proceed to 317 Occupation Performance, then return to the section that sent you here.

As the sun begins to rise, farmers from the valley's small huts begin to file out towards the field where you dig and almost immediately they note your presence. A few of the farmers huddle together well out of your earshot while others retreat to their homes and return with heavy tools, pitch forks, scythes and, in some cases, spears or hunting bows. One by one they gather at the edge of the field and begin to make menacing gestures in your direction.

Eventually, an elderly farmer separates himself from the others and approaches, but how will you explain the corpse you have uncovered, and do you dare reveal the chest lying beneath it?

Use this section only if directed to do so.

Most Barbarian Cultures begin to adopt specialized occupations. In their towns and larger camps, Barbarian folk have found needs for artisans who can provide a specific service to the community. However, many occupations encompass multiple facets of a broad range of professions. A weaver will generally also be a cloth dyer, and may even be a tailor. A carpenter might also be a wood cutter and a furniture maker. Lines between similar occupations are vague. Special occupations are less common in Barbarian societies, and usually include trades from other Cultures.

Instructions: Roll a d20. Match the result

d20	Occupation	
1-2	Craftsman: select on table 316a.	16-17 Warrior
3 - 8	Farmer	18 Craftsman: select on table 316b.
9-11	Fisherman	19 Merchant: see 314 Merchants.
12-13	Herder	20 Special Occupation: select on table 312b.
14-15	Hunter	
d20	Occupation	
1-7	Civilized Occupation: see section 313. This person has learned the occupation in other lands and brought it to his own people.	14 (such as the Viking long ship). Barbarian Wizard, Witch, or Warlock: a local magic wielder, rarely more powerful than Rank 5. Usually more feared than respected.
8-9	Priest or Shaman: a religious leader. Often quite powerful within the clan or tribe. See description under entry #1 of table 310b for details.	15 Counselor/Philosopher: Usually a learned man or woman who serves the chieftain, jarl or king.
10	Healer/Herbalist: the barbarian equivalent of a physician, this person is wise in the ways of plant lore and homespun medicines.	16 Horsemaster: a horse trainer and riding teacher.
11	Adventurer: a professional hero. See 750 Adventurers.	17 Explorer: one who seeks new lands for trade or conquest.
12	Career Criminal: select type with 865 Crimes.	18 Entertainer: a bard, juggler, tumbler, actor or poet (skald).
13	Ship Builder: a builder of sailing ships	19 Forester: a warrior, guide and hunter who knows the forest, its flora and its fauna.
		20 Craftsman: select craft on table 316c.

312 Barbarian Occupations

INFORMATION & INSTRUCTIONS

**Table 312a:
Barbarian
Occupations**

**Table 312b:
Special
Barbarian
Occupations**

From here, proceed to 317 Occupation Performance, then return to the section that sent you here.

313 Civilized Occupations

Before locating the chief mason, you stop to look over the massive project that is slowly transforming the rocky hilltop into a formidable fortress. Hundreds, perhaps even thousands of workers move here and there about the hill and the extensive camp below. Some cut giant blocks out of solid stone, others unload wagons, others make and transport bucket after bucket of thick mortar, and still others busy themselves over wood, metal or even food—an army of craftsmen must eat. Supervisors, scattered through the throng of laborers, march from place to place, scolding, exhorting, or sometimes lending a hand.

When you finally continue your search for the chief mason, you do so somewhat guiltily, clutching the scroll of orders that changes the castle's design a little bit more tightly by your side....

Use this section only if directed to do so.

INFORMATION & INSTRUCTIONS

Civilization brings with it occupational specialization. As a Culture becomes Civilized, job duties are broken down into smaller and smaller components until each person in the society performs but a single function. Finding a civilized man or woman who is skilled at more than one occupation is rare.

Civilized occupations are divided into four classifications: Lower Class, or those jobs which commonly provide little income and are often based on physical labor; Middle Class, or those jobs which require formal education and/or some monetary investment to learn or perform; Upper Class, or those which may require nothing more than mental effort and can either produce large amounts of money or provide diversion for those who have no need for more money; and Special Occupations, or those unusual jobs which fit no other classification and are often uncommon within any Culture.

Instructions: Roll a d10 and add the character's SolMod to the result. Match the total against table 313a: Civilized Occupations to find which other table contains the character's specific occupation. Go to that table and roll a d20. The second d20 result selects the specific occupation (or gives instructions to go to another table).

Role-play: By learning a trade, a civilized character becomes a contributing member of society. He becomes welcome in professional societies, guilds, and trade fellowships. He gains skills that may be useful when adventuring and also has a means to make money when not adventuring.

Game-play Benefits: Each trade should have several skills associated with it that the character can learn and improve upon. The GM and the player will need to determine what these are and how they are to be used in play.

313a: Civilized Occupations

d10+SolMod	Occupation	
1	Nomad Occupation: see section 311.	11-14 Middle Class Occupation: see table 313c.
2-8	Lower Class Occupation: see table 373b.	15-17 Upper Class Occupation: see table 313d
9	Barbarian Occupation: see section 312.	18 Special Occupation: see table 313e.
10	Special Occupation: see table 313e.	19-26 Upper Class Occupation: see table 313d.

313b: Lower Class Occupations

d20	Occupation	
1	Beggar	9-10 Laborer: roll a d6 on the subtable below:
2-6	Farmer: roll a d4 on the subtable below;	1 Miner
1	Freeman farmer	2 Stone cutter
2	Herder	3 Wood cutter
3	Sharecropper (works another's lands)	4 Charcoal burner
4	Serf (an agricultural slave)	5 Peat cutter
7	Tinker: repairs pots, sharpens blades.	6 Unskilled laborer (ditch digger, etc.)
8	Sailor	11 Launderer
		12-14 Fisherman

15	Household servant: roll a d6 on the subtable below:		4	Bouncer
	1	Butler	17	Street Vendor: sells goods he makes, finds, buys, or "acquires" at his movable street-side stall. Often a source of inexpensive (or imitation) goods.
	2	Cook		
	3	Housekeeper	18	Soldier: for details in depth see section 632 Military Events.
	4	Gardener		
	5	Stable hand	19	Craftsman: select craft on 316a Craft Table I.
	6	Footman		
16	Tavern or Inn Employee: roll a d4 on the subtable below:		20	Second Hand Shop: buys used goods, fixes them up a bit and resells them for less than new. Offers much junk, but often provides real bargains.
	1	Bartender		
	2	Serving person		
	3	Housekeeper		

d20 Occupation

1	Money Lender: makes loans at outrageous profit, often to people who can least afford it.	11	Craftsman: select craft on table 316a.
2-5	Merchant: go to 314 Merchants.	12	Chef: cook for a good restaurant or a Noble family.
6	Business Owner: select the type of activity the business performs by rolling the die again on table 313a. The character does not actually do this service, but has employees who do it.	13	An overseer: a supervisor of others. Use table 313a to select the industry which he oversees.
7-8	Craftsman: select craft on table 316b.	14	Innkeeper: runs a boarding house where travellers can get a night's rest or keep semipermanent lodgings. Serves meals but not alcohol.
9	Instructor: a master of some skill who teaches others what he knows for a fee. Roll a d4 on the subtable below to select what the Instructor teaches:	15	Scribe: can read and write fluently in several languages and has legible, possibly elegant handwriting. Can probably make ink if he has to.
	1 Weapon use (Rank 7+ with one weapon).	16	Guide/Pilot: a pathfinder who aids travelers and merchants in unknown areas. The pilot is a seagoing guide (more than just a navigator).
	2 An unusual skill, select from 866 Unusual Skills.	17	Ship Captain: sails ships on the high seas, lakes and rivers. Often in another's employ, owns own ship on a d20 roll of 7+SolMod or less.
	3 A military skill, selected from 635 Military Skills. Roll a d4 to select the Military Skill subtable: 1=635a: Combat Skills, 2=635b: Horse Skills, 3=635c: Forestry Skills, 4=635d: Navy Skills.	18	Engineer: a designer and constructor of mechanical devices and structures. May be a tinkerer or mad inventor.
	4 A Craft. Roll a d3 to determine which Craft Table to use to select the Craft. 1=316a, 2=316b, 3=316c.	19	Teacher: a scholar who teaches students history, language, writing, and the arts.
10	Government Official: select type on 315 Government Jobs. If the selected occupation appears to be one of relatively high status, assume that the character is an assistant to that posi-	20	Tavern Owner: runs a tavern where drinks and food are sold. Roll a d10. On result of 7-10, the tavern is also an inn. If the result is a 10, the inn is a road house on a highway.

d20 Occupation

1	Alchemist: a maker of potions, a magical meddler in the sciences. Not truly a wizard, not quite a scientist.	3	Architect: the designer of grand and glorious buildings like temples, palaces and fortresses.
2	Engineer: a designer and constructor of mechanical devices and structures. Usually works on a grand scale.	4	Chirurgeon: doctor/surgeon. Anon-magical healer who specializes in sewing up wounds and in bleeding.
		5-7	Merchant: go to 314 Merchants and

313c: Middle Class Occupations

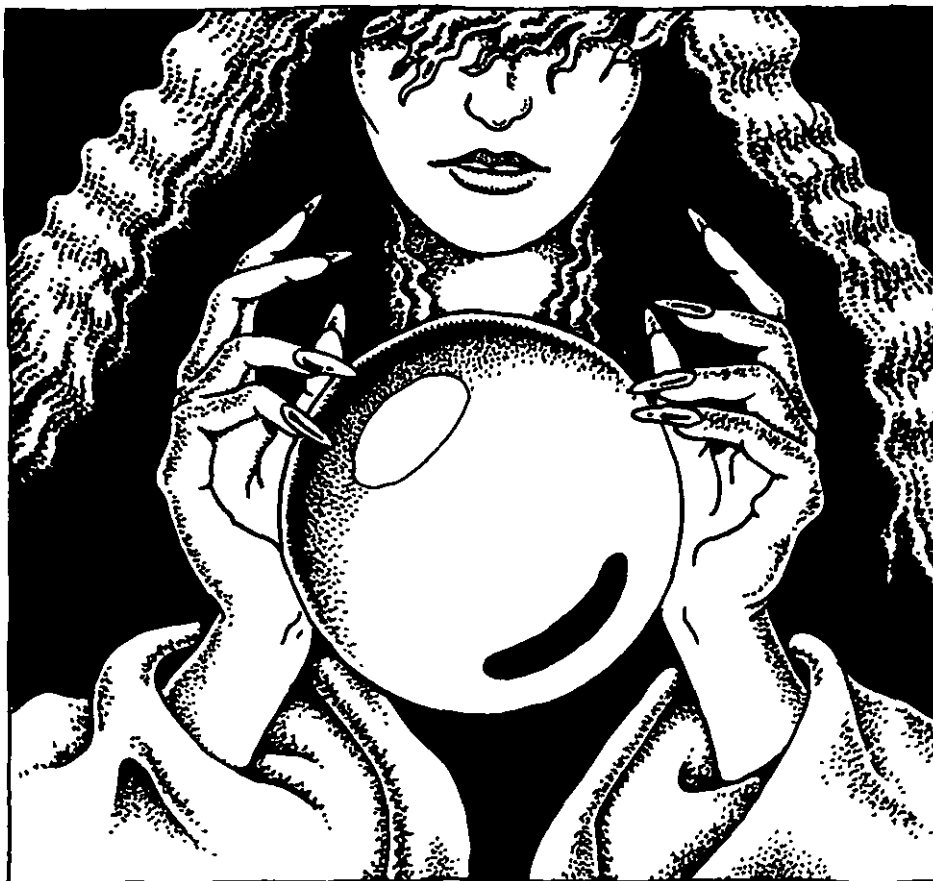
313d: Upper Class Occupations

	select the type of mercantile operation.				attached to a government office or a large mercantile guild.
8	Craftsman: select the craft on table 316c.	16			Government Official: select type on 315 Government Jobs. If the selected occupation appears to be of low status within the government, assume that the character is in charge of all that type of activity for the government.
9	Courtier/Courtesan: an attendant in the court of a Noble or Royal ruler—sometimes nothing more than a fancy prostitute (particularly the female courtesan).				Banker: keeps other folks money safe for them and loans money wisely. Does not pay interest on money kept in savings and may even charge to keep it there.
10	Diplomat or Negotiator: establishes or soothes relationships between governments or between businesses and governments.	17			Business Owner: select the type of activity the business performs by rolling the die again on table 313a. If the result makes no sense or is too difficult to work out, reroll. The character does not actually do this service, but has employees who do it.
11	Author/Playwright/Poet; this indicates a successful writer. Most practitioners of the literary arts are paupers. In a fantasy society, such a person has a 75% chance to have a Patron who sponsors his work.	18			Landlord: owns property and rents it to others. Roll 1d10 for the number of properties owned. Select the average Social Status of the landlord's tenants on table 103: Social Status.
12	Litigation Trickster: a lawyer or barrister. Deals in the finer points of the law, defending the innocent against unjust prosecution, or perhaps working as a mercenary and seeking to manipulate the law to serve the highest bidder.	19			Craftmaster: local guild leader for a particular craft. An NPC character is automatically a master of his craft. Select the craft by rolling a d6. If the result is 1-3, select the craft on table 316a. If the result is 4-5, select the craft on table 316b. If the result is 6, select the craft on table 316c.
13	Philosopher: a thinker, a sage, probably associated with either a religious institution or a school of higher learning. May be quite wise or simply pompous.	20			
14	Craftsman: select the craft on table 316b.				
15	Interpreter: speaks several important languages fluently. Is probably at-				

313e: Special Occupations

d20	Occupation				Rank 11+ = Chief High Priest above all.
1	Assassin: a professional killer. Works secretly.	6			Wizard: usually an honored practitioner of magical mysteries. Might be a charlatan, a non-magical master of hokum and illusion.
2	Gladiator: a professional killer. Works publicly for the entertainment of others.				Jack of All Trades: roll 1d3+1. The character has minimal skill at this many different trades (never higher than Rank 2 at any trade). Select occupations on table 313a.
3	Adventurer: a professional hero. Select type on <i>750 Adventurers</i> .	7			Entertainer: a bard, minstrel, skald, juggler, actor, or tumbler. Is usually skilled at a musical instrument or two.
4	Career Criminal: select type from 865 Crimes.				Printer: prints books using carved wood or engraved metal printing plates.
5	Priest: select god on 756 Deities. The priest's occupational Rank represents his standing within the religion, not necessarily his skill at being a priest. This character will have experienced one event from 639 Religious Experience.	8			Private Detective or Spy: both ferret out hidden information. The spy usually works for a government or large mercantile operation. May have had underworld experience (from 631 Underworld Events).
	Rank 1 = Novitiate	9			
	Rank 2 = Monk (an initiate of religious mysteries)	10			
	Rank 3-5 = Full priest				
	Rank 6-9 = Chief Priest				
	Rank 10 = A High Priest				

- 11 Professional (Guild) Thief: Definitely has had underworld experience (from 631 Underworld Events).
- 12 Astrologer/Diviner/Fortune Teller: purports to tell the future from signs and omens. May be a priest, but is probably not.
- 13 Rumormonger: collects information and spreads it for a price. Also works as a storyteller.
- 14 Prophet: someone who speaks for a god, not necessarily a priest. This character will have experienced one event from 639 Religious Experience. Roll a d4 on the subtable below:
- | | | | |
|---|--|----|--|
| 1 | Doomsayer: prophesies about evil fortune to come upon those who fail to heed his words. This character's Social Status always drops 1d3 levels. | 15 | Chariot or Horse Racer |
| 2 | Oracle: is part of an established temple. Sees the word of the god in the vapors of a burnt offering, the entrails of a sacrifice, or something similar. Has a 50% chance to be "not right in the head." | 16 | Professional Gambler |
| | | 17 | Healer/Herbalist: uses plant lore to heal wounds and illnesses. |
| | | 18 | Scientist: biologist, geologist, astronomer, etc. Often does not believe in the existence of deities, magic or the supernatural. Tries to explain things in terms of what he knows (or thinks he knows). |
| | | 19 | Veterinarian: A healer of animals. |
| | | 20 | Ship Builder: A maker of boats and ships. |
- 3 Hermit: is a reclusive holy man who is tormented by visions. Fears he may be mad, but has true visions of the future. Longs for company, but often denounces the actions of others.
- 4 Seer: is more like a religious fortune teller. He sees the future through his god, but for a price.



From here, proceed to 317 Occupation Performance, then return to the section that sent you here.

314 Merchants

"No! No! I did not agree to that at all!" The little man shakes his head vigorously, scattering drops of sweat from his brow onto your shirt as well as onto his own richly adorned clothing. "I never would have agreed to pay you so much! Thirty in gold just to guard a caravan. Ha!"

About twenty additional guards gathered around the neighboring camp fire have begun to take notice of your argument. They took in your direction, and the merchant seems to take that as a cue.

"Why, if I pay you what you ask there will be very little left to pay the others! Is that really what you want?"

Several growls of discontent rise from around the neighboring camp fire....

Use this section only if directed to do so.

INFORMATION & INSTRUCTIONS

Just as important as the business of making and growing things, is the business of selling things. Merchants are the lifeblood of most civilized and many barbarian economies. They keep money moving. They also provide the things adventurers so desperately need to get by.

Instructions: Roll a d20. Add the character's SolMod and match the total against

table 314 to select an occupation.

Game-play Benefits: Merchants learn languages, usually due to exposure to people who don't speak their own. This translates to Rank 2 skill in 1d4 foreign languages. Merchants also learn the value of what they sell. A merchant will have an ability to evaluate trade goods (usually limited to those he is familiar with) equal to his skill Rank as a merchant.

314: Merchant Type

d20+SolMod Merchant Type

1	Pawnshop: Valuables are used to secure loans from this merchant. If items are not reclaimed within a specified time period, the pawnshop sells them.	9	Travels a lot.
2	Caravan Master: Transports goods on pack animals between destinations. May be a trader.	10	Book Seller: Purveyor of rare and unusual books.
3	Trader: The <i>ancestor of the</i> traveling salesman. There is a little bit of everything in his packs, but the more one needs what he has, the greater the price.	11	Clothing Seller: Sells clothes made by others.
4	Tavernkeeper: Sells alcoholic beverages, a cheerful atmosphere and a limited meal menu.	12	Weapon Shop: Buys and sells weapons.
5	Innkeeper: The hotelier of yesteryear. Provides a bed, a meal and often the atmosphere of a tavern.	13	Fishmonger: "Fresh" fish for sale.
6	Dry Goods Seller: A hardware shop, a feed store, a fabric merchant, a little bit of everything and at a reasonable price.	14	Green Grocer: Fresh vegetables and produce.
7	Curio Merchant: Shop contains marvels from the four corners of the world—knickknacks, curiosities and collectibles, rare herbs, incenses, and spices. Occasionally buys and sells magical items.	15	Wine merchant: Sells the finest vintages along with cheap tavern wines.
8	Snake Oil Salesman: Sells wonder tonics and elixirs to a needy world.	16	Importer: A general importer of trade goods, including spices, raw materials for manufacturing, crafts, grain, curios, and wild animals.
		17	Furniture dealer: Sells finely made furniture to people with taste and money.
		18	Slaver: Buys and sells people. Often hires adventurers to collect "trade goods."
		19	Carpets & Tapestries: Antique and exotic wall hangings and floor coverings.
		20	Livestock Trader: Buys and sells cows, pigs, sheep, horses, chickens, etc.
		21	Shipping Agent: Arranges the transportation of goods to many destinations. May run caravans or own ships, but more usually uses others.
			Silk Merchant: Imports silk fabric and

- thread from far-off lands.
- 22 Art Dealer: Acquires and sells antiquities (ancient statuary and historical artifacts) and arranges work for popular artists.
- 23 Gem Merchant: Buys and sells cut and uncut gemstones.
- 24 Real Estate Broker: Locates potential properties for clients and arranges the sale.
- 25 Lumber Merchant: Buys stands of timber and sells dried lumber.
- 26-29 Master Merchant: Runs several businesses at the same time. Roll 1d6+1 to select number of businesses. For each business, roll again on this table.
- 30-34 Monopoly: Roll again on this table to select business, and add 5 to the die roll but do not add the character's SolMod. The merchant controls all businesses of this sort in either a major city or a small country.



From here, proceed to 317 Occupation Performance, then return to the section that sent you here.

315 Government Jobs

Guards stop you at the gates to the city and hold you in place until a heavy, lavishly dressed woman steps out of a nearby building and approaches you. As she comes nearer, you hear the woman listing your various possessions out loud.

"... a fine horse, heavy cloak, plain sword, riding hat, ring mail, jeweled dagger, heavy boots ... open those sacks."

The guards don't give you a chance to comply. They quickly open your bags and display their *contents* as the woman continues *to note* what she sees out loud.

When she has finally finished, the woman addresses you, "I have seen what you wish to bring into our gates. You must deliver an entry tax of seventy-three pieces of silver...."

Use this section only if directed to do so.

INFORMATION & INSTRUCTIONS

These are people who either govern others or work as a cog in the wheel of one of the multitude of governments that oversee the lives of people around the world. In general, these folks inherit, are elected (by the people or a ruling power bloc), or are appointed to perform a job. A society's Culture often determines which.

Instructions: Roll a d20 and match the result against table 315: Government Jobs.

Role-play: There have been government

workers almost as long as there have been governments. There are four reasons that someone becomes a government worker, 1) he has a desire to serve humanity, 2) he has a lust for power and enjoys dominating and humiliating others, 3) the money is good, or 4) he is simply not qualified to do anything else. When role-playing a government worker, one or more of these four reasons can easily be the character's motivation.

315: Government Jobs

d20	Government Job		
1	Chief executive officer: chancellor, president or chairman. This is the nation's highest office potentially available to non-nobles.	13	Judge: adjudicates disputes, judges transgressions against law and determines penalties.
2	Scribe: records government business and decrees.	14	Secret Police: undercover arm of the law, spies on the nation's own populace.
3	Guard: protects the populace and enforces the law or the ruler's will.	15	Soldier: a paid member of the standing army. Roll a d10. If the result is a 1-5, the soldier is not an officer. If the result is 6-8, the soldier is a noncommissioned officer. If the result is 9-10, the soldier is a commissioned officer. Officers go to 636 Military Rank to select their rank.
4	Guard captain: head guard.		
5	Sheriff or Reeve: enforces the will of the government at the lowest levels and often collects taxes in a designated area such as a shire.	16	Crier or Messenger: Ensures that communications are transferred and delivered.
6	Tax collector: collects money and goods for the government.	17	Bureaucrat: a petty official within the government.
7	Magistrate: a judge with limited authority.	18	Legislator: part of a lawmaking body.
8	Diplomat or ambassador.	19	Government Employee: select the job on table 313a. Reroll any obvious absurdities (but think first, would any job be too absurd for your favorite government to undertake?).
9	City Ruler: a mayor, council member, guild officer, etc.		
10	Advisor to the ruler of a country: a high counselor.	20	Spy: covert intelligence agent.
11	Chief Advisor to a ruler: like a Prime Minister or chancellor.		
12	Governor: appointed to rule a colony or territory.		

From here, proceed to 317 Occupation Performance, then return to the section that sent you here.

Pilnit speaks up. "I can sew. I'll just piece together a guard's uniform. Then with my smithing skills I'll make a badge of high rank. I'm certain that shoes must be simple to make, especially with my leather working skills... then we can walk into the palace through the front doors!"

Use this section only if directed to do so.

Crafts are skilled occupations in which the end product is usually something tangible, like a piece of pottery, a ship, an iron tool, or a piece of furniture. Most crafts are worked and sold in small, family owned shops.

Instructions: Each of the three Craft tables is separate from the others. The occupation table entry which sent you here should have indicated which subtable to use. To select a craft occupation, roll a d20 and match the result against the appropriate table.

Role-play: Craftsmen are usually respected members of society. Master Craftsmen, especially artistic ones, are treated with honor often reserved for Nobles. Characters who attempt to ply their craft skills without guild sanction

may find themselves the victims of Guild retribution.

Game-play Benefits: Each craft consists of one or more skills that a character can learn and improve upon. The GM and the player will need to determine what those are and how they are to be used in play.

Guilds: Each craft has its own guild or league that restricts who may learn the craft, how much can be charged for goods, what the quality of goods should be, and who in the craft wields political clout. Membership in a craft guild is not automatic and is usually limited to those who reach journeyman status or higher. Members of craft guilds can often find lodging in craft guild halls when they travel.

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d20	Craft		
1	Blacksmith: maker of iron goods.	11	Leather Worker: makes leather goods.
2	Potter: makes pottery.	12	Cobbler: a shoemaker.
3	Weaver: makes cloth.	13	Basket weaver: maker of baskets and wickerware.
4	Stone Mason: shapes and lays stone.	14	Cooper: barrel maker.
5	Bowyer: makes bows.	15	Painter: paints houses, ships, etc.
6	Baker: bakes bread.	16	Spinner: spins wool, flax, and cotton into thread.
7	Butcher: butchers animals, smokes meats.	17	Dyer: colors woven fabrics.
8	Carpenter: builds with wood.	18	Fletcher: makes arrows.
9	Tanner: prepares leather.	19	Sailmaker.
10	Rope and Net Maker.	20	Saddle and Riding Harness Maker.

316a: Craft Table I

d20	Craft		
1	Shipwright: builds ships.	13	Glazier: makes and installs window glass.
2	Wheel/Cartwright: makes wheels and wagons.	14	Tailor: makes/repairs clothing of all kinds.
3	Distiller: makes distilled beverages.	15	Copper and Pewter Smith: makes and repairs metal vessels.
4	Fuller: makes cloth heavier and thicker.	16	Glassblower: makes bottles and glassware.
5	Sign Painter: paints signs for all occasions.	17	Cabinet Maker: makes fine wooden furniture.
6	Chandler: candle maker and seller.	18	Weapon Master: a teacher of weapon skills.
7	Miller: grinds grain into flour.	19	Dress Maker: makes everyday women's wear.
8	Armor Smith: makes armor and some weapons.	20	Sword Master: a ritualistic sword fighter, often found as a mercenary. The best sword masters are instructors.
9	Sausage Maker		
10	Brewer: makes beers and ales.		
11	Animal Trainer: trains common animals like dogs or horses.		
12	Plasterer: plasters walls and ornate decorations.		

316b: Craft Table II

316c: Craft Table III

d20	Craft		
1	Silver Smith: a crafter of silver for all uses.	11	Furrier: makes and sells fur clothing.
2	Costumer: makes costumes and elegant clothing.	12	Horse Breeder: blends the bloodlines of fine horses.
3	Goldsmith: a crafter of gold for all uses.	13	Artist: paints murals and portraits, sculpts statues.
4	Jeweler: a maker and assessor of fine jewelry.	14	Wine Maker: knows his wines and grapes.
5	Instrument Maker: musical instruments.	15	Oculist: makes lens, crystal balls, and eyeglasses.
6	Clock Maker: makes clocks of all kinds.	16	Pastry Chef: makes cakes, sweet breads and pastries.
7	Cartographer: surveyor and map maker.	17	Confectioner: candy maker.
8	Perfumer: makes perfumes and scents.	18	Paper and Ink Maker: source of writing materials.
9	Animal trainer: train exotic animals.	19	Sword Smith: makes swords, daggers, and other bladed weapons.
10	Apothecary: a pharmacist, medicine maker.	20	Illuminator: illustrates manuscripts.



From here, proceed to 317 Occupation Performance, then return to the section that sent you here.

"Finished? Y' call this finished? Look 'ere."

The master carpenter grabs you by the shirt collar and lifts you off your bench with one hand while thrusting the chair you just gave him towards your face with the other.

'Look at th' edges 'ere. They're too rough. Look at th' seat. Would you want ta' sit on this? Why aren't these boards flush? Look at th' legs. They're uneven 'n not properly joined.'

To prove his point, the master twists one of the legs until it comes off, then tosses the chair back into your arms, grumbling, 'Do it right.'

Use this section only if directed to do so.

This section is optional. Use it only if you want to. It goes into details about a character's or an NPC's performance of his occupation, including attitudes about work and coworkers, work habits, and level of achievement within the occupation.

Instructions: If you choose to use this section, roll a d3. The result is the number of different descriptions which apply to the character's or the NPC's work habits. Roll a d20

and a d6 for each description to be selected. On table 317a: Work Attitude, go to the line indicated by the d20 result. If the d6 result is 1-4, use the entry in the left column. If the d6 result is 5-6, use the entry in the right column.

For NPCs, roll an additional d20 and consult table 317b: Level of Achievement to determine how well the NPC does in his chosen occupation, including a relative Rank for his skill level.

317 Occupation Performance

INFORMATION & INSTRUCTIONS

d20	Work Attitude (d6: 1-4 or 5-6)	11	Humble...	or Arrogant
1	Hard worker... or Lazy	12	Trusting...	or Jealous
2	Ambitious... or Laid back	13	Creative...	or Uncreative
3	Overbearing ... or Submissive	14	Adept...	or Clumsy
4	Well-liked... or Hated	15	Efficient...	or Inefficient
5	Patient... or Impatient	16	Workaholic ...	or Slacker
6	Talented... or Incompetent	17	Productive ...	or Unproductive
7	Generous... or Stingy	18	Politician...	or Avoids politics
8	Fair... or Underhanded	19	Happy...	or Unhappy
9	Opinionated ... or A Yes-man	20	See Table 522a:	or See Table 522c:
10	Loyal... or Untrustworthy		Lightside Traits	Darkside Traits.

317a: Work Attitude

d20	Level of Achievement		
1-2	Apprentice: Has only the most basic skills. Roll a d20 again. If the result is 19-20, the NPC is an acknowledged failure, and anyone in the profession knows it. Skill Rank is 1 or 2.		few better at it than he. Usually has his own business, though he may be in the employ of some wealthy patron. Many times his business involves training apprentices to the craft. Skill Rank is 7 or 8.
3-14	Journeyman: Skilled, but has no mastery. Probably works for someone else, since his skills are hardly worth noting. Skill Rank is 3 to 5.	20	A Master of Note: The NPC has gone beyond mere practice of the craft to turn it into an art form. He is a Grand Master, known throughout the world. His work is in high demand and often demands a high price. Such a character's skill Rank is Rank 9. Roll a d20 again. If the result is 18-19, the character has legendary skill at his craft (Rank 10). If the result is a 20, the character has Mythical skill (Rank 11+).
15-17	Skilled Tradesman: A well-respected practitioner of the craft or profession, though he has gained little renown for it. A character with this skill ranking will usually own his own business or be an overseer in someone else's business. Skill Rank is 5 or 6.		Others who practice the same profession will be in awe of the character.
18-19	Master Craftsman: An acknowledged master of the profession. There are		

317b: Level of Achievement

From here, return to the section that sent you here.

318 Hobbies

Very carefully, you set up your easel to allow yourself the best view of the multicolored hillside in front of you. The spring flowers scattered liberally through the grass are in full bloom, and the light of the newly-risen sun displays them to best advantage.

Suddenly, one, then two, then perhaps three hundred goblins crest the hill and pour towards you, screaming bloody battle cries and waving their weapons wildly through the air.

It appears that yet another perfect morning has been spoiled....

Use this section only if directed to do so.

INFORMATION & INSTRUCTIONS

Regardless of Culture or Social Standing, intelligent beings devote their "free" time to diversions that entertain, challenge or improve themselves in some way.

Instructions: Roll a d20 and match the result against table 318a below to select a hobby.

Next, roll a d4 and add or subtract the applicable modifiers from 318b to determine the character's skill Rank at the hobby. The

minimum skill Rank at any hobby is one.

Finally, go to table 318c and roll a d10 to determine the character's degree of interest in the hobby.

Role-play: Hobbies provide characters with unusual, but often useful skills, often unobtainable by other means. Hobbies often have a negative side-effect: they become compulsive, consuming all of a character's time, energy, and money.

318a: Hobbies and Diversions

d20	Hobby or Diversion	
1	Collecting something (weapons, animals, books, paintings, signatures, religious symbols, antiques, etc.)	
2	Dancing (as either a participant or a spectator)	
3	Playing a musical instrument (horn, flute, pipe, lute, drum, harpsichord, lyre, etc.)	
4	Reading for enjoyment	
5	Creative Writing (poetry, histories, biographies, plays)	
6	Acting (dramatics)	
7	Drawing, painting or sculpting	
8	Needlework (crochet, needlepoint, sewing).	
9	Singing	
10	Studying. Roll a d8 to determine the character's area of interest:	
	1 History	
	2 Religion	
	3 Art	
	4 Astronomy	
	5 Astrology	
	6 Other Cultures	
	7 Magic	
	8 Weapons	
11	Sports and Athletics. Roll a d8 on the	
		subtable below to determine the type of activity or competition in which the character is involved:
		1 Wrestling (+1 point Strength attribute)
		2 Running (+1 point to Constitution attribute)
		3 Fencing (gain Rapier skill)
		4 Team ball sport (+1 point to Dexterity attribute)
		5 Horse racing (gain riding skill)
		6 Swimming (gain swimming skill)
		7 Archery (gain skill with bow)
		8 Boxing (gain skill with fists)
		12 Building detailed models
		13 Developing appreciation of the arts—learn to appreciate and critique art, music, drama, poetry, etc.
		14 Hairdressing and cosmetics
		15 Hunting for sport
		16 Gardening
		17 Breeding dogs
		18 Animal husbandry (breeding livestock)
		19 Fishing for sport
		20 Heraldry (study of the coats of arms of Nobility)

"Th' High Lord Grotrig had hizsef a hobbyt' r' lax hizsef after a buzy night o' raidin' an' p'illagin', he did. He liked t' collect rats n' roachez n' lice n' vermin o' all sorts n' kindz.

"Thet kept th' High Lord's whip from our backsez fer moonz an' more, 'cept then th' hyumanz held us a seige, n' suppleiez ran low n' th' whole lot wen' in t' th' pot fer stew. Good eatin' it waz, 'cept now th' High Lord collec's rocksez instead."

—Brubnub, 2nd o' the Watch

Roll 1d4 and apply the following modifiers:

Age or Cultural Status	Skill Modifier
Character is a child:	-2 Ranks
Character is Destitute:	-1 Rank

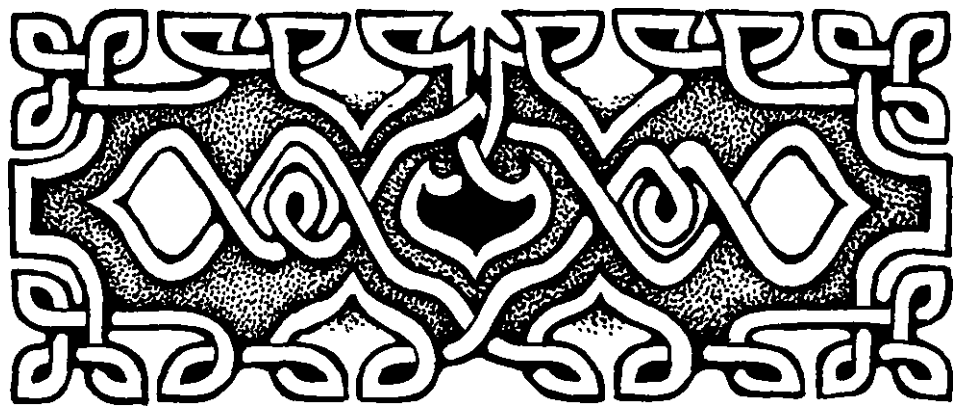
Character is Wealthy:	+1 Rank
Character is Nobility:	+2 Ranks
Character is Extremely Wealthy:	+2 Ranks
Character is Primitive:	-2 Ranks
Character is Nomad:	-1 Rank
Character is Civilized or Decadent:	+1 Rank

318b: Hobby Skill Rank

d10	Degree of Interest	
1-2	Casual. Easy to put aside when necessary. Spending money on this hobby is a rare occurrence.	10
3-7	Sporadic and Variable. Interest runs in spurts, intense at times, nonexistent at others. Character will easily spend 1% of his total income on this hobby.	
8-9	Devoted. Given a choice, this is how the character spends his free time.	

About 10 to 15% of total income is spent on this hobby.
 Consuming Passion. This activity is a focal point of the character's life (see Obsessive Behavior description, entry #14, in table 523b: Mental Afflictions), Character will spend $(1d6+2) \times 10\%$ of his total income on this hobby and may have to be forcibly pried away from the pursuit of the hobby.

318c: Degree of Interest



Events of Adulthood

All Characters Must Consult This Section

By now you should have determined your character's background through his childhood and adolescent years (208 Significant Events of Youth), including any time he spent as an apprentice to a specific trade or craftsman (sections 309 through 317). But no one stays young forever (unless they have found a *really* powerful spell), and so your character must

eventually confront the trials, tribulations, and possible rewards of adulthood. 419 Significant Events of Adulthood, beginning on page 63 and the only section under this heading, reveals the miscellaneous circumstances that affect your character after he reaches the age of maturity for his race but prior to his decision to set out as an adventurer.



"Meant no harm? Meant no harm? He charged with weapons drawn! In what language is that 'Pleased to meet you'?"

—Bertran Stoneback

The last of the orcs falls beneath your blade and you spin on your toes to trace your way back to where S'tara buckled under the first orc's spear.____

The battle couldn't have taken you more than a dozen or two paces from where the orcs initially attacked, but because of the darkness and the forest's thickness you have trouble locating the spot....

At last you stumble over a lifeless orc and know S'tara must be near. You sink on hands and knees to the impenetrably black forest floor and sweep your hands back and forth, searching this way and that for any sign of your younger sister....

Eventually, morning comes, bringing with it enough light for you to see that only orcs litter the forest floor. Your sister has vanished.

This section follows 208 Significant Events of Youth.

Once a character reaches maturity (that is, their race's official age of responsibility—see the Age Chart on page 4), the events that affect him change. The character assumes greater responsibility for his life, and to some extent, has more control over surrounding events, although usually not as much as he would like. This table is primarily used when creating adult NPCs or for player characters who do not begin adventuring immediately upon reaching adulthood.

Instructions: All player characters who are just beginning their adventuring careers make one roll on this table. Older characters (that is, anyone older than the minimum adult age) make 1d3 rolls on this table. For each event, roll two d20s, total the results, then add the character's SolMod to the sum.

For each roll, match the total on the table below and record the event that occurs and any relevant information given with it in the EVENTS section of the Character History Worksheet. As with earlier event tables, many events require additional rolls on other tables. If you are requested to use another table, go to the indi-

cated table and follow the instructions found there, record any relevant information, then return to this table until all rolls on this table are complete.

AGE NOTE: For each event you may decide to choose the age at which it occurs, rather than roll dice to determine the age.

Developing a Personality: As discussed under 208 Significant Events of Youth, events cause personality development. Most events on this table are followed by a letter enclosed in brackets. This letter represents the type of personality trait that develops because of the event. An [L] means a Lightside trait. A [D] means a Darkside trait. An [N] means a Neutral trait, and an [R] means that the trait, if any will be selected by a later die roll on table 521b: Random Personality Trait.

Each time you select and record an event also record its corresponding letter (if any) in the space provided to the left of the event line. The instructions for table 521 Alignment & Attitude will tell you what to do with the letters.

2d20+SolModEvent

- | | |
|---|--|
| 2 | While exploring an unfamiliar area near his home, the character has an encounter with an unusual person, who, as far as the character can tell, has no home or family. The character offers to help in anyway he can. After partaking of a meal, a bath, a hot drink, and a long nap, the person disappears, leaving behind a note that simply says "Your kindness wilt be remembered." GM ONLY: refer to entry #419a on table 968: GM's Specials [L]. |
| 3 | While foraging or hunting for food, |

- | | |
|-----|--|
| 4 | To earn a living, the character learns a new occupation to Rank 2 ability. Select occupation on table appropriate to Culture (sections 310-313) [N]. |
| 5-7 | Roll Hi/Lo. On a High result, something wonderful occurs. Determine what happens on 625 Something Wonderful. On a Low result, a trag- |

the character has an encounter with a trapped predatory beast. Instead of slaying it, he frees it. The freed beast disappears. Later, the character is trapped by a falling log. The same beast reappears and frees the character[L].

419 Significant Events of Adulthood

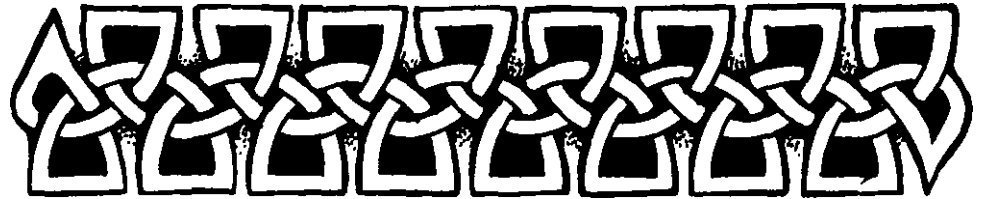
INFORMATION & INSTRUCTIONS

419: Significant Events of Adulthood

	edy occurs. Determine what happens on 624 Tragedies [R].		d10. On a result of 1-5, the companion falls in love with the character. It is up to the player to determine if the character returns the feelings [L].
8	Learn an unusual skill. Select skill on 866 Unusual Skills.		
9	The character participates in a rebellion against local authority. Roll a d10. If the result is 9-10, the rebellion was successful and the local rulers deposed. Any other result means that any known participants are officially outlawed and have a price on their head. Roll a d10 again if the rebellion failed. If the result is less than 10, only a few close friends know of the character's participation. A result of 10 means that the character is an outlaw [R].	15-16	A race-specific event. To select the event, elves go to section 627, dwarves to section 628, halflings to section 629 and monsters to section 630. If the character is human, then he has an encounter with nonhumans and befriends them. Find out the type with 751 Nonhumans [R].
		17	1d3 additional significant events of adulthood occur.
		18	An exotic event occurs. Select the event on section 642 Exotic Events [L].
10	Character serves a patron. Determine the details on 641 In the Service of... [N].	19	Learn use of a weapon appropriate to Culture and Social Status at Rank 3 competency. You select weapon.
11	Character has wanderlust and decides to travel. Roll a d6 to determine the number of years spent travelling and add the result to the age at which the character begins travelling. If the resulting age exceeds the character's "final age," change the final age to the time when the character ceases his travels. Roll a d8 on the subtable below to select the character's travels [N].	20	Something bad happens to the character. Roll a d6 on the subtable below to select the event [D].
	1 Visit most of the major cities and towns in the land.	1-2	A tragedy occurs. Determine what happens with 624 Tragedies.
	2 Sign on as a seaman on a ship. Gain Rank 2 skill as a sailor.	3	A crude and tactless joke angers an old woman (a witch) who puts a curse on the character. Select the curse on table 862a: Curses.
	3 Journey to the mountains.	4	Character acquires a rival. Go to 754 Rivals to work out the details.
	4 Investigate nearby dark woods.	5	A sudden mishap leaves the character severely injured. Go to 863 Serious Wounds.
	5 Travel to a distant land. Learn a foreign language at Rank 3 ability.	6	Someone close to the character dies quite suddenly. Roll d6 on the subtable below, then go to 643 Death Situations to determine the cause of death and to 644 Death of a Loved One to determine other events surrounding the death.
	6 Live with nonhumans. Select the type on 751 Nonhumans. (Nonhumans that roll their own racial type live with humans instead.)	1	Employer
	7-8 Roll twice more on this subtable, discarding any conflicting events (always discard the second roll).	2	Coworker
		3	Mentor
		4	Close Friend
		5	Neighbor
		6	Family Member. See 757 Relatives.
12-13	Character has a religious experience. Determine the details on 639 Religious Experience [L].		
		21	Something good happens to the character. Roll a d3 on the subtable below to select the event [L].
14	The character saves someone's life. This person becomes the character's companion. Select the companion and the companion's sex and personality on 753 Companions (using tables 753a and 753c). If the person is of the opposite sex from the character, roll a	1	An old man whom the character rescues from Brigands blesses his benefactor. Select the blessing on table 862b: Blessings.

2	Something wonderful occurs. Determine what happens on 625 Something Wonderful.		exotic and possibly expensive pleasures [D].
3	Character acquires a companion. Co to 753 Companions to work out the details.	38-39	The character is accused of a crime that he did not commit. Select the crime on 865 Crimes, then roll a d6 on the subtable below:
22	The character becomes well-known, even famous for the occurrence of an event in his life. Reroll the event on this table [L].		1 Character is imprisoned. Go to 638 Imprisoned to determine the details [D].
23	Character develops an exotic personality trait. Select the trait on 523 Exotic Personality Traits.		2 Character is publicly stockaded and flogged as an example to others. The character's Charisma attribute is reduced by a third of its total value [D].
24	Character inherits property from a relative. Co to 858 Gifts & Legacies, and roll a d10 on the subtable below entry #14 to determine the type of property inherited. GM ONLY: See entry #419b on table 968: GM's Specials [R].		3 Character is tortured to reveal the names of accomplices. Roll a d6. On a result of 5-6 the character receives a serious wound. Select the injury on 863 Serious Wounds [D].
25	Roll again, subtract 1d3 from the roll and do not add in the character's SolMod.		4 Character is found innocent, but not before suffering serious humiliation. Reduce the character's Charisma attribute by 1d3 points [D].
26-27	Character becomes involved in illegal activities. Select what occurs on 631 Underworld Events [D].		5 Character is sentenced to death, but at the last second, is rescued by notorious outlaws. The character now has a price on his head. Roll a d6. On a result of 6, the character joins the outlaw band, remaining as a member for 1d6 years. Go to 631 Underworld Events for additional details of this phase of the character's life (begin with table 631b) [R].
28	Learn to use an unusual weapon at Rank 3 proficiency. The weapon is something alien to the character's Culture.		6 The character is sold into slavery. Go to 637 Enslaved! to determine the details [D].
29-31	Character joins the military. Go to 632 Military Events to select details of his new career. Roll a d6 on the subtable below to select his reason for joining [R].		40-41 Roll 1d6. For beginning characters, add the result to the character's "final" age. More adult events occur during this time. Roll a d3 to determine the number of events. For NPCs whose age is already established, ignore this result and reroll.
1	Character was drafted during wartime.		42 Select any one personality trait from any of the following; table 522b: Neutral Personality Traits, 522a: Light-side Personality Traits, 522c: Darkside Personality Traits, or section 523 Exotic Personality Traits.
2	Character patriotically volunteered.		43-44 The character learns an occupation appropriate to his Culture and Social Status at Rank 2 ability. Select the occupation from sections 310-313. if the character already has an occupa-
3	Character was rounded up by a press gang who needed to meet a quota.		
4	Character mistakenly thought that he was applying for some other government job.		
5	Character was trying to escape his current life and sought the adventure of a soldier's life.		
6	Character honored a family or feudal obligation.		
32-35	The character has a romantic encounter. Go to 640 Ah, Love! to find the details of his romance [R].		
36	The character acquires a hobby. Select the type of hobby on 318 Hobbies.		
37	Character develops jaded tastes for		

	tion, improve proficiency in that occupation by 1d3 ranks (up to Rank 6 for player characters) [N].		
45-46	Reroll and add 5 to the result.	52-53	Exotic Personality Traits.
47	Character has a run-in with a government leader. Roll d4 to determine the end result:		Family sends character a personal servant (along the lines of a proper butler), who refuses to leave the character's service. Treat the servant as a companion. Go to 753 Companions, table 753c, to select the servant's true nature. The GM may wish to create the servant's attributes.
	1 The leader becomes a deadly enemy. See 754 Rivals for details.	54-56	A noble whose Social Status is slightly lower than the character's proposes marriage to the character. The marriage is obviously political in nature to take advantage of the character's family status.
	2 The leader becomes a close friend.		
	3 The leader becomes a rival. See 754 Rivals for details.	57-61	A radical change in the political structure of the land instantly drops the character's Social Level to Poor and strips him of all the benefits of Noble birth and wealth. Roll 1d6. If the result is 5-6, the character's family members are outlaws in the land.
	4 The leader becomes a patron. Select additional details from 641 In the Service of...		
48	Character is made a close advisor to a local ruler [N],		
49-51	Character develops an exotic personality trait. Select the trait from 523		



Personality Development

Now you are almost finished with the dice rolling portion of your character history generation. All of the physical elements of your character's history are in place—the actual events, things and beings in his past. Your next step is to peer inside your character to determine important aspects of his personality.

Consult 520 Values, beginning on page 68, to find out which people, things and ideas your character holds above all others.

Next, go to 521 Alignment & Attitude

(page 70) to determine how the character's values and events from his past have shaped him into a good or somewhat troubled being.

When you have completed section 521, your character history will be essentially complete. The remaining two sections under this heading, 522 Personality Traits beginning with page 73 and 523 Exotic Personality Traits starting on page 76, both serve as reference sections which you should only consult only if and when directed to do so by some other section.

Almost Finished!



"Y'know, Jhars, I suppose you just can't put a price on the things that mean the most, can you. just think: would you take any amount of gold in exchange for your most valued possession?"

"That's a difficult question, Bertran. Gold is my most valued possession."

—Bertran Stoneback and Jhars vend the Thief

520 Values

In a blind panic you leap through your ransacked room, past the clutter of overtured chairs, shredded clothing and smashed belongings, and right the battered chest that once sat near your now-demolished bed. The false bottom is in place, and after opening the secret compartment you sigh with relief to find your well-worn cloth doll unharmed.

This section follows 419 Significant Events of Adulthood.

INFORMATION & INSTRUCTIONS

Tables 520a-520c look at the people, things and concepts that are of greatest value to the character. Other things on each table may also hold some importance for the character, but the selected things are of paramount importance.

First determine the most important person in the character's life by rolling 2d10 and consulting table 520a.

Second, roll 1d20 and consult table 520b to determine the most important thing for the character. Note that this is not necessarily a thing that the character owns. A ship's captain can place a great deal of value on his craft—even if another owns it. Also, remember that many items are valued for sentimental or symbolic reasons, not for any inherent objective or monetary worth.

After determining the character's most valued thing, roll 1d20 against table 520c: Most Valued Abstraction. Abstractions are not physical things. They are concepts, beliefs or states of being upon which the character bases his life.

Devotion to abstract beliefs tends to color the rest of a character's life, often overriding positive or negative personality traits. For this reason, a formula in brackets precedes each abstraction. This formula will modify one of the column totals (Lightside or Darkside) on the character's PERSONALITY chart on the Character History Worksheet. Record the formula under the appropriate column on the worksheet.

Finally, consult 520d: Value Strength for each value, and record the values together with their strengths under VALUES on the Character History Worksheet.

Role-play: Use these values as a guide for

determining how the character responds to his world. A character with a Driving passion for Money may do nearly anything to obtain it. A character who places a trivial value on his Friend (remember this is his STRONGEST value for persons) will probably think even less of anyone else. Assume that for anything valued Strongly or higher, the character will spend a great deal of time in activities that either involve, care for, or protect the thing of value.

For 'real' people, the other people in their lives can be very important. The person selected on table 520b plays a key role in the character's personality. The character places a great deal of emphasis on their relationship, whether real, imagined or desired. Consider how the character would react if the valued person died. What would happen if their relationship changed?

In role-playing, it's quite common to define a character in terms of his "stuff." A player values items for their usefulness in game play. Still, consider how the character feels about his possessions, particularly the special one selected on table 520c. How would he feel if it was lost? Stolen? Destroyed? Where does he keep it? How does he keep it safe?

As for the valued abstraction, one can assume that, given the choice, the character will spend most of his time in an activity involving this abstraction. A scientist might spend his life questing for knowledge. Someone else might devote their life to seeking love, perhaps never realizing when they have found it. Consider whether or not a character would be willing to die in defense of this ideal. Would he be willing to die in order for someone else to benefit from it?

520a: Most Valued Person

2d10	Person		
2	Non-ruling noble	12	Mother
3	Ruling noble	13	The character himself
4	Military Hero	14	A relative. Select with section 757 Relatives.
5	A fictional or legendary hero	15	Child or children
6	Character's patron (if none, roll again)	16	A religious leader
7	Friend	17	Master craftsman or teacher
8	A sibling	18	A spell caster
9	Father	19	An entertainer (musician, actor, etc.)
10	Lover	20	Pet (not a person, but treated like one)
11	Deity		

d20	Thing				
1	Riding animal or beast of burden			zor or other personal grooming item, pouch, pipe, cane, hairpin.	
2	Article of clothing	17		Portrait of... Roll a d4:	520b: Most Valued Thing
3	Boat		1	A treasured place	
4	Book		2	The character's most valued person	
5	Childhood toy		3	A relative from 757 Relatives.	
6	Diary		4	Someone from 745 Others.	
7	Place of residence			Vehicle, such as a cart, wagon, or carriage.	
8	Weapon	18		Reroll. Item is a focus for or symbol of the Most Valued Abstraction. Example: A character who values a deity might possess a symbol of that.	
9	Piece of jewelry		19	Reroll. Item is linked to the Most Valued Person, either as a former possession or a gift.	
10	Knickknack				
11	Art object				
12	Letter or document				
13	Item of furniture				
14	Tool				
15	Legacy. Select from 858 Gifts & Legacies.	20			
16	Personal item. Examples: comb, ra-				

d20	Abstraction				
1	[L+2] Family, love of and loyalty to one's kin.	11	[D+1]	Political beliefs	
2	[L+2] Freedom, both personal and national.	12	[D+2]	Possessions	
3	[L+2] Friendship, loyalty to one's friends	13	[D+3]	Power	
4	[N-2] Fun, just having a good time	14	[N-1]	Privacy	
5	[L+2] Honesty	15	[*]	Religious beliefs (*for a good religion, not one devoted to selfishness or evil, L+3; otherwise, D+3)	520c: Most Valued Abstraction
6	[N-1] Knowledge	16	[L+3]	Sanctity of Life	
7	[N-1] Love (or possibly just Romantic Activities)	17	[N-1]	Scientific beliefs	
8	[D+2] Money	18	[L+1]	Social Welfare (equal protection under law, amelioration of poverty, etc.)	
9	[L+2] One's word	19	[N-1]	Peace	
10	[L+1] Patriotism, loyalty to one's country	20	[N-1]	Work	

Assign a relative strength to each of the character's values. If you wish to use dice for this, roll a d100 on table 520d. This strength represents the amount of influence the trait has over the character's life. Value Strength is measured on a scale of trivial to obsessive, and, of course, it can increase as the player plays the character. The GM should determine how and when this occurs.

An obsession means that the character's life centers around the value and he becomes frustrated, possibly even dangerous if prevented from fulfilling his needs (see table 523b: Mental

Afflictions, entry #14).

For more information about Value Strengths, see 523g: Trait Strength.

Table 520d: Value Strength

d100	Strength
01-10	Trivial
11-29	Weak
30-59	Average
60-79	Strong
80-94	Driving
95-00	Obsessive

520d: Value Strength

521 Alignment & Attitude

As the three of you look down on the village from your hiding place in the surrounding hills, the village's inhabitants gather in the village square, goaded forward at each step by the barbed spears of goblin raiders. At your right, Jhihiri speaks up.

"We've got to do something. We can't just stay up here and watch!"

"Oh yes we can," Kornal counters on your left. "What are we going to gain by helping those people? Spears in our throats and little else. Don't be a fool."

Jhihiri and Kornal glare at each other then turn towards you....

This section follows 520 Values. This is also the final section for creating a character history.

INFORMATIONS INSTRUCTIONS

In addition to a knowledge of the character's personal values, a player or GM needs to have a feeling for the character's personality to role-play him effectively. Alignment is a rough organization of personality traits including the influence of values. Is the character's personality weighted toward predominantly acceptable behavior? Is it seriously flawed or possibly somewhere in between? Attitude refines this organization further, but still uses broad strokes.

Building up and out from alignment, attitude and personal values define the foundation of a character's personality. Competing this collection of tables is the final step in creating a character.

Instructions: First, select personality traits.

While you were selecting events in sections 208 and 419, you should have been writing the letters that followed those events in the brackets next to the lines in the EVENTS section of the Character History Worksheet (see Developing a Personality under 206 Significant Events of Youth). Each letter indicates a table to be used to select the personality trait that develops. For each letter in brackets in the EVENTS section, go to the table indicated on table 521a and follow the directions there to select the personality trait.

Record the name of each selected trait on a line in the Character History Worksheet's PERSONALITY section. To the left of each line are three columns of boxes. Above the columns are the letters I, N, and D, corresponding to the types of traits. Mark the box in the column that corresponds to the type of trait recorded on that line. Repeat these steps for each letter in brackets in the EVENTS section of the worksheet. If you wish, you may also assign a strength to each trait, perhaps using table 520d; Value Strength as a guide (on page 69).

After you have determined all personality traits, add the number of traits in each column of boxes in the PERSONALITY section of the

worksheet and record the total beneath each column. Then look at the formula recorded from table 520c; Most Valued Abstraction. If the formula says "L" plus a number, add that number to the character's Lightside trait column. If the formula says "D" plus a number, add that number to the character's Darkside trait column, if the formula says "N" minus a number, subtract that value from whichever column has the largest total value. (For example: if the character's Lightside total was 5, his Darkside total was 3, and the formula said "N-1," you would subtract 1 from the Lightside total, leaving it at 4). If both Darkside and Lightside columns are equal, then DO NOT subtract the number from either total.

Next, compare the final totals beneath the columns of Darkside and Lightside traits. If either column total is two points greater than that of any other column (including the total for Neutral), then the character's Alignment is the same as the highest column total (either Lightside or Darkside). If neither the Lightside column nor the Darkside column is two points greater, then the character's Alignment is Neutral. Record the character's Alignment on the line provided for it.

Finally, read the Attitudes from the section below that corresponds to the character's Alignment (Lightside, Neutral or Darkside). Each Attitude suggests a behavior pattern that might be followed by a character of that Alignment. Select the Attitude that is most appropriate for the character, and record it on the appropriate line of the Character History Worksheet. When you have completed this step, your character generation is DONE (except for a few loose ends which you may tie together as shown on page 72).

Role-play: A character's Alignment is his moral philosophy of life, based on the predominance of Personality traits and modified by the things he values most. His Attitude is how he lives out that philosophy. Like all things, both

alignment and attitude are subject to change as the character grows and changes. Try to play the character in keeping with his alignment and

remember to play up his attitude. Use your discretion, but try to act in character.

Code Trait and Table

- [L] This is a Lightside Trait. Use table 522a: Lightside Personality Traits.
- [N] This is a Neutral Trait. Use table 522b: Neutral Personality Traits.
- [D] This is a Darkside Trait. Use table 522c: Darkside Personality Traits.
- [R] Roll 1d100 to select this personality trait on table 521b: Random Personality Trait.

521a: Personality Trait Codes

d100 Personality Trait

- 01-50 No personality trait develops.
- 51-65 The character gains a Neutral Trait. See table 522b: Neutral Personality Traits.
- 66-80 The character gains a Lightside Trait. See table 522a: Lightside Personality Traits.
- 81-95 The character gains a Darkside Trait. See table 522c: Darkside Personality Traits.
- 96-100 The character gains an Exotic Trait. See section 523 Exotic Personality Traits.

521b: Random Personality Trait

Followers of the Lightside respect others' reasonable rights. The preservation of life and freedom are among their highest goals. Such characters are often considered "good."

Ethical: "What is true for one is true for all" is his motto. He lives according to a strict, universal moral code of ethics. He values fair play and respects authority, does no evil to self or others, and works for the good of all.

Conscientious: "Each man knows his own 'good' and defends it" sums up the conscientious character's beliefs. He lives according to

a strict personal code of ethics. He is often an individualist who works for the law and the good of the greatest number of people, but who may distrust higher authority, living and working "outside the law." This includes vigilantes and "Robin Hood" types.

Chivalrous: "The strong are morally responsible to be the shepherds of the weak" is the chivalrous character's rule for life. He lives by the belief that the strong must protect the weak. This is often found among warriors or those of high Social Status.

Lightside Alignment Attitudes

The character's personality is roughly balanced between Darkside, Lightside, and Neutral traits. None has dominance. Such characters are neither strongly good nor strongly flawed. They may quite readily fit into one of the following attitudes:

Self-centered: "What's in it for me?" is the motto of the self-centered character. He tends to look out for his own interests above anything else, though there are limits to what he will do. Like the Lightside alignments, he tends to have a high regard for life and freedom. He may be friendless, a mercenary who serves a cause only because it pays well, but once he gives his word or his loyalty, he does not go back on it. Nevertheless, there is no higher cause to him than self service and self preservation.

Apathetic: "What does it matter and who cares?" are his mottos. Such a character believes that nothing really matters in the end. He

lives his life as if choosing to side with good or evil does not matter because he doesn't care which wins.

Materialistic: "He who dies with the most toys, wins!" is this character's battle-cry. This greedy character puts great emphasis on material things, particularly ones he can own. He strives to own the best of everything and may compromise other principles for self gain. Like the self-centered character, he takes the course of action that will best suit his desires for material gain.

Anarchic: "It's my life, I'll do as I please." This character lives according to a loose personal code of ethics, though he does not feel bound to tell the truth, keep his word or help others if there is nothing in it for him. An individualist who disrespects higher authority, he does what he pleases, when it pleases him.

Crusader: "Both sides have a right to their

Neutral Alignment Attitudes

"Red wine? Red wine! Sure ya' didn' say 'Bled Swine'? Sure ya' don' wan' t' try some anyway?"

—JenDaisy, Wench of Salty's Tavern

Darkside Alignment Attitudes

own views (but you're wrong if you disagree with mine)." He champions the underdog, regardless of whether the cause is good or evil. He believes in fairness and equality for all. Like the chivalrous knight, he is dedicated to his code of honor, but the causes that he champions may not be the best for society.

Conformist: "Don't make waves," "Don't stick your neck out" and "It's none of my business" are his quotable quotes. He's Joe-average and likes it that way. He goes with the flow. His values are the popular *ones* (or *bis* times, and he make no effort to side with or against good or evil.

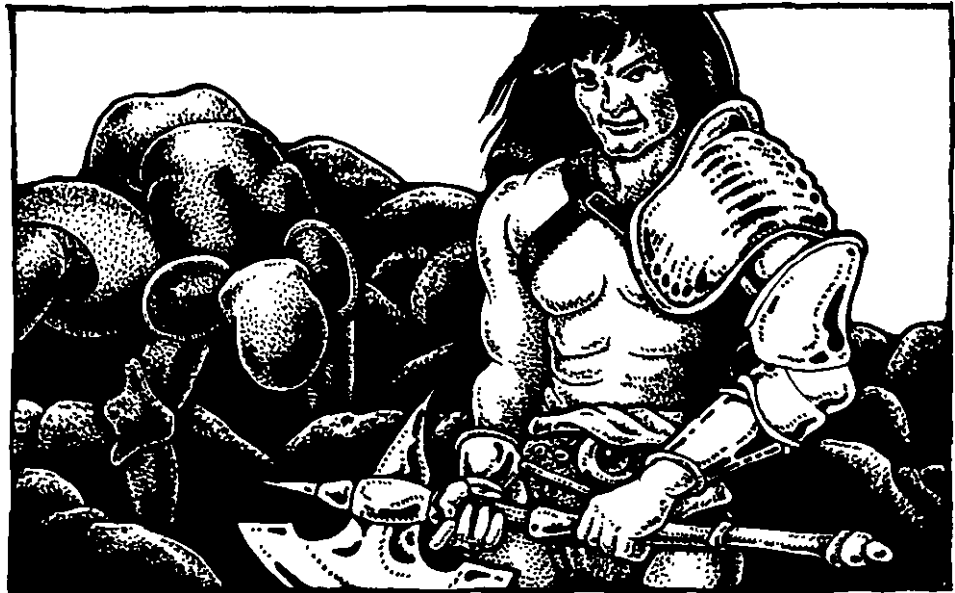
These three are the big "D" attitudes: Depraved, Deviant and Diabolical. The character's personality is weighted heavily towards unpleasant or unacceptable behavior. Darkside attitudes *are often* marked by a craving for personal power or imposition of morally flawed value systems at the cost of others' lives and freedom. The character may do anything to accomplish personal goals and is generally considered "evil" by society.

Depraved: "This is going to be fun" is not something one wants to hear this character say. Self-serving and unscrupulous, like the Self-centered attitude (see above), he seeks to fulfill personal desires, but unlike that attitude, this character will do anything to obtain his goals. A depraved character may even torture and kill

for the sheer fun of it.

Deviant: "I have rights!" and "What is true for ME is true for all." Like the Ethical attitude, he lives by a strict and ordered moral code, but this code is centered around the Deviant's self-centered personal goals and may have little to do with acceptable morality. He respects honor and discipline in others, and may even protect the innocent, but he will not tolerate those who work to cross him.

Diabolical: "No one can tell me what to do!" is his motto. The despicable Diabolical character has no code of ethics. He is unpredictable, helps others only to be able to hurt them later, and despises all that is honorable, disciplined or that reminds him of authority.



Your Character History is Complete!

1. Make any necessary adjustments to *your character's* attributes (see *Finishing Touches* on page 8).
2. Roll percentiles to determine whether your character is *Literate* or not (see page 12).
3. Calculate your character's starting money (see page 12),
4. Convert skills and their Ranks into skills for your game system.
5. Reread the Character Motivation section beginning on page 13.
6. Read Appendix B: *Linking Events* beginning on page 180.
7. Write your character's history as his life story (see Appendix C: *Example* starting on page 182).

522 Personality Traits

Your horses charge down another narrow canyon, putting a little more distance between you and the howling, snarling dire wolves on your trail, but you soon realize that this last canyon has no other way out. Unfortunately, you've trapped yourselves.

"We're dead," Vel mutters when you reach the canyon's far end. "There's no getting out of this one. We're finished."

"Nonsense!" laughs Gillian. "There's always hope if you don't give up. Let's look for a way to climb up."

"It's a waste of time. Let's just concentrate on taking a few of them with us and then—"

"Nothing's a waste of time if you do it while smiling! C'mon, Vel, I'm just asking for a little help."

"Oh, yes, you're asking for something," Vel snarls as he draws his sword and turns to face the canyon entrance where the first dire wolf has just stepped into view, "and if we somehow get out of this—which I doubt—you'll get it...."

Use this section only if directed to do so.

Use this table when the character has assumed a Lightside, Darkside or Neutral personality trait.

Central Casting assumes that it is possible to classify a character's behavior in terms of right or "good" behavior and wrong, sinful or "bad" behavior. Lightside traits are so called because they represent the "lighter" or better aspects of a person's character. Folks who exhibit these traits are often considered "nice" people, though that may not be the truth. Even characters who are mostly bad will have their good points.

Neutral traits tend to be mostly free from association with the concepts of right and wrong (though this is also often a matter of opinion). They are found in characters who tend toward either or neither extreme of right or wrong.

Finally, there are traits that represent the darker, unpleasant and wrongful forms of human behavior. These traits, found on table 522c, are flaws in makeup of a character's personality and are harmful to one's self and others. They are called Darkside, and more often than not, characters who exhibit several of these traits are either knowingly evil or have become trapped in a life-style of wrong behavior. Nevertheless, these traits can also be found in characters who are otherwise good.

Instructions: For each trait to be selected, roll a d4 and a d10 at the same time. Do not add the results. Instead, read them like a two-digit number, with the d4 result always the first or "ten's" digit and the d10 the "one's" digit. For example: Read a d4 result of 3 and a d10 result

of 0 as a 30. Match the total against the appropriate table to determine the trait.

Note that each Lightside trait in table 522a: Lightside Personality Traits has an opposite trait to be found in the same numerical position in table 522c: Darkside Personality Traits.

Role-play: The presence of a Lightside or a Darkside trait in a character's personality does not mean that a character is either good or evil, it is only when the traits of one side or the other dominate a character's personality that the character can be said to lean in a particular direction.

While it is likely that a character will have Darkside traits, the designers of Central Casting strongly feel that actively role-playing Darkside traits is a bad idea. Instead, Central Casting takes what can best be called a redemptive approach to character development. The goal of the character afflicted with Darkside traits should be to role-play out how he overcomes this problem aspect of his personality.

Good vs. Evil: Certain traits are usually found only in good people, as they are not in keeping with evil acts. Traits marked with an asterisk (*) will usually not be found in strongly evil characters (such as NPC villains) unless they are a part of a split personality (that is to say, a good personality and an evil personality in the same being). Some traits are normally found only in evil people, as they are not in keeping with good acts. Traits marked with a dagger (†) will usually not be found in good characters.

INFORMATION & INSTRUCTIONS

522a: Lightside Personality Traits

d4/d10	Lightside Trait	30	Respectful: shows respect for others.
10	Optimist: always see the good side.	31	Calm: difficult to anger, a peaceful spirit.
11	Altruist (*): selfless concern for others' welfare.	32	Patient: able to wait with calmness.
12	Helpful: helps others in need,	33	Wise: understands what is true, right or lasting.
13	Kindly (*): warmhearted and friendly.	34	Generous: willing to give more than fairly.
14	Careful: cautious in thought and deed.	35	Imaginative: clever and resourceful.
15	Considerate: thinks of others' feelings.	36	Forgiving (*): able to pardon faults in others.
16	Sober: serious, plain-thinking, straightforward.	37	Virtuous (*): chaste, pure, of excellent morals.
17	Teetotaler: abstains from alcohol.	38	Dependable: does duties reliably, responsibly.
18	Trusting (*): trusts others to behave correctly.	39	Well-mannered: polite, courteous.
19	Peaceful: serene of spirit.	40	Benign (*): gentle, inoffensive.
20	Peacemaker: tries to calm others.	41	Friendly: warm and comforting.
21	Pious: reverently devoted to worship of God.	42	Humble: lack of pretense, not proud.
22	Honest (*): always gives what is due.	43	Energetic: does things quickly, with verve.
23	Loving: affectionately concerned for others.	44	Truthful (*): always tells the truth.
24	Giving: gives of self and possessions.	45	Cheerful: always happy and smiling.
25	Organized: everything has a place.	46	Enthusiastic: excited, eager to act.
26	Clean: practices good hygiene.	47	Thrifty: careful with money.
27	Punctual: always on time.	48	Diplomatic: careful to say the right thing.
28	Self-confident: sure of self and abilities.	49	Extra trait: roll twice more on this table
29	Courageous: brave in the face of adversity.		

522b: Neutral Personality Traits

d4/d10	Neutral Trait	33	Emotional: lets emotions show.
10	Curious: inquisitive, needs to know.	34	Emotionless: rarely shows emotions.
11	Hedonist: values pleasure over all.	35	Humorous: appreciates humor and likes to joke.
12	Precise: always exacting.	36	Grim: unsmiling, humorless, stern of purpose.
13	Studious: studies often, pays attention to detail.	37	Conservative: restrained, opposed to change.
14	Mysterious: has an air of mystery.	38	Liberal: tolerant of others, open to change.
15	Loquacious: talks and talks and...	39	Aggressive: assertive, bold, enterprising.
16	Silent: rarely talks.	40	Passive: accepts things without resisting them.
17	Foppish: vain, preoccupied with appearance.	41	Self-sufficient: does not need others.
18	Immaculate: clean and orderly.	42	Dependent: relies heavily on others, needs others around him.
19	Rough: unpolished, unrefined.	43	Romantic: given to feelings of romance.
20	Skeptic: wants things to be proven.	44	Logical: uses deductive reasoning.
21	Immature: acts younger than age.	45	Illogical: may not use reason to make decisions.
22	Even-tempered: rarely angry or overjoyous.	46	Frivolous: flighty, harebrained, rarely serious.
23	Rash: acts before thinking.	47	Aloof: distant from others, even cold.
24	Extroverted: outgoing.	48	Atheistic: denies the existence of a deity or deities.
25	Introverted: shy.	49	Extra trait: roll twice more on this table
26	Materialistic: emphasizes possessions.		
27	Aesthetic: possessions are unnecessary.		
28	Amoral: no care for right or wrong.		
29	Dreamy: a distant daydreamer.		
30	Creative: able to make something out of nothing.		
31	Leader: takes initiative, commanding,		
32	Follower: prefers to let others lead.		

d4/d10 Darkside Trait

- 10 Pessimist: always see the bad side of things.
11 Egoist: selfish concern for own welfare.
12 Obstructive: acts to block other's actions.
13 Cruel (+): coldhearted and hurtful.
14 Careless: incautious in thought and deed.
15 Thoughtless: rarely thinks of others' feelings.
16 Flippant: unable to be serious about anything.
17 Drunkard: constantly overindulges in alcohol.
18 Suspicious: trusts no one.
19 Violent (+): seeks physical conflict.
20 Argumentative: starts arguments and fights.
21 Irreverent (+): mocks religion and God.
22 Cheat (+): shortchanges others of their due.
23 Hateful (+): strongly dislikes others.
24 Selfish: unwilling to share time and possessions.
25 Slovenly, messy, nothing is ever put away.
26 Filthy: knows nothing of hygiene.
27 Tardy: always late.

- 28 Self-doubting: unsure of self and abilities.
29 Cowardly: afraid to face adversity.
30 Disrespectful: does not show respect.
31 Angry: spirit always unsettled, never at peace.
32 Impatient: unable to wait with calmness.
33 Foolish: unable to discern what is true or wise.
34 Greedy: hoards all for self.
35 Dull: a slow, uncreative mind.
36 Vengeful: revenge is the way to punish faults.
37 Immoral: lecherous, lawless, devoid of morals.
38 Untrustworthy (+): not worth trusting.
39 Rude: polite, courteous.
40 Harsh: ungentle, sharp-tongued.
41 Unfriendly: cold and distant.
42 Egotistic: proud and conceited.
43 Lazy: difficult to get motivated.
44 Liar: hardly ever tells the truth.
45 Morose: always gloomy and moody.
46 Unenthusiastic: can't get excited.
47 Spendthrift: spends money without thought.
48 Tactless: speaks before thinking.
49 Extra trait: roll twice more on this table

522c: Darkside Personality Traits

From here, return to the section that sent you here.

523 Exotic Personality Traits

"What was that? What? Oh... What?" The twig-thin woman sits in front of you holding the bread and honey you gave to her, but she floats her gaze around the tavern common room as if everyone there hangs on her every word.

"What? You wanted what? Oh... information..." Her eyes bounce back and forth inside their sockets, and she sets the honey down so she can tear the bread apart with both hands, scattering the crumbs across the table top and onto the floor.

"I've got information... I've... I've...." Suddenly the woman's eyes roll back and her body slumps silently to the floor.

Use this section only if directed to do so.

INFORMATION & INSTRUCTIONS

Use this table when a character has assumed an unusual or exotic personality trait. These traits, which range from simple fears to truly bizarre behavior, might even be called personality afflictions. Folk with these traits are considered eccentric, odd or even weird.

Instructions: Roll a d20 and match the result on table 523a. This selects the general category of the exotic personality feature. To determine the specific feature, go to the table indicated by the selected category.

Record the trait on the Character History Worksheet and mark the box on the same line which corresponds to the trait's letter in brackets (if any—L, N or D). Also, record any relevant information in the worksheet's EVENTS section.

Developing a Personality: Many events in a character's life affect his personality development. Personality, in turn, shapes the way he acts later in life. Some personality traits are good (Lightside), others are bad (Darkside), and still others are neither good nor bad (Neutral).

Most features here are not aligned (that is, they are neither Darkside, Lightside, or Neutral) and do not count toward determining alignment. Those that do affect the selection of a character's alignment are followed by a letter enclosed in brackets: [L]=Lightside, [D]=Darkside, and [N]=Neutral trait.

Trait Control: Use table 523g: Trait Strength to gauge the amount of control the

character has over the exotic personality trait—or vice versa. Select a trait strength from the left-hand column that best suits the character, or roll 1d100 and use table 520d on page 69.

Role-play: A person with an exotic personality feature is decidedly different from other folk, regardless of whether the feature is readily apparent to others or not. Such a person may try to hide his exotic trait or possibly imagine that what he does is normal and acceptable. In extreme instances, he may not even be aware that the odd personality feature exists.

Many role-play games lump mental afflictions together as "insanity," but they are best defined as mental illnesses, the symptoms of which are greatly simplified here for game purposes. Many of these illnesses are treatable even in a fantasy world—if the person desires help.

As for phobias, a phobia is something that the character is deeply afraid of, possibly for no known reason. The afflicted character will do whatever he can to avoid the thing feared. A person in power may try to have the source of his fear destroyed.

Behavior tags, on the other hand, are generally colorful "trademarks" by which a character becomes known ("the absentminded wizard," or "the cat lady," etc.). These tags are unusual or uncommon types of actions or activities which the character performs, usually out of habit.

523a: Exotic Trait Categories

d20 Exotic Trait Category

01-04 Mental Affliction. Roll d20 on table 523b.*

05-08 Phobia. Roll d4 and d10 on table 523c. The d4 represents a "ten's" digit, while the d10 represents the "one's" for a result from 10 to 49. The character fears the item listed on the table first, while the name in parentheses is the fear's name.

09-12 Allergy. Roll d10 on table 523e.

13-19 Behavior Tag. Roll d4 and d10 on table 523f. The d4 represents a "ten's" digit, while the d10 represents the "one's" for a result from 10 to 49.

20 Several Exotic Traits manifest themselves. Roll 1d3+1 times on this table.

* The author recommends that these features be played only by adults capable of role-playing them in a mature manner. If role-playing a character with a mental affliction makes you or others in your group uncomfortable, or if you simply disagree with the concept, reroll this trait.

d20**Mental Affliction**

- 1 Catatonia. When overstimulated or over stressed, the character collapses into a fetal position, completely and totally withdrawing from the world—deaf, unfeeling, unseeing.
- 2 Multiple personalities. Sometimes the person literally becomes someone else. 1d3 additional personae may manifest themselves, usually to help the character deal with something his "normal" identity can't handle. Each individual personality should have one key personality trait that typifies it, possibly basing the entire personality around that trait. Select the trait on table 521b: Random Personality Traits. Additionally, each personality has a 60% chance to have an Exotic Personality Trait of its own.
- 3 Compulsive Lying [D]. The person cannot tell the simple truth. He must always reinterpret or expand upon it.
- 4 Paranoia [D]. This is a feeling of persecution, that everyone is out to get the character, or is plotting against him. Extreme cases may imagine fantastic plots concocted by magical beings. The character may also plot to strike back at his oppressors (i.e., at everyone).
- 5 Hallucinations. He sees unreal visions and distortions of reality. Each occurrence has a 10% chance of driving the character into temporary Catatonia (see entry #1 of this table).
- 6 Megalomania [D]. This is infantile delusions of personal omnipotence and grandeur (commonly found in petty tyrants, self-important bosses, and other egotists).
- 7 Severely Phobic. The character has an unreasoning, obsessive fear of something of the GM's choice.
- 8 Hypochondria [N]. This is an unhealthy concern for one's health. Person only has to hear of a new disease to imagine that he suffers or is even dying from it.
- 9 Manic-depressive [D]. Alternating excitable hyperactivity and inability to cope with everyday pressures.
- 10 Quixotism. This deluded soul sees proof of the fantastic everywhere he looks. Even the most mundane thing becomes an example of the supernatural or faery. The character's visions are most likely hallucinatory... but then again, maybe they're not. GM ONLY: see entry #523a on table 968: GM's Specials.

11

12

13

14

Panzaism. This character cannot see evidence of the fantastic or supernatural in any way shape or form. He even sees obvious examples as things mundane. Such a character could easily be an atheist, too. GM ONLY: see entry #523b on table 968: GM's Specials.

Depression. Beyond merely feeling a bit "down" or "blue," the afflicted person feels an absence of all hope. Unable to cope with his problems, or even ask for help, he talks about or attempts suicide to communicate his unspoken cry for help. Reduce all skill Ranks to half when this character is depressed.

Hysterical injury. The person believes he suffers the effects of a serious injury. Determine the "injury" on 863 Serious Wounds.

Obsessive behavior. With a need to perform some action to the exclusion of everything else, the character cannot be comfortable, or in extreme cases, think rationally, until the obsession is resolved. The obsession can vary from something simple, like cleaning, to a need to expunge evil (or good) from the universe.

To select the object of the obsession, either make something up, or roll a d8 on the subtable below:

- 1 Devotion to a Lightside trait. Select on table 522a.
- 2 Devotion to a Darkside trait. Select on table 522c.
- 3 Character has an obsessive hatred. Roll a d3 to select the target of the hate [D]:
 - 1 Any other sentient race.
 - 2 Machines
 - 3 Select someone on 745 Others.
- 4 Character feels an obsessive need to destroy [D].
- 5 Character feels an obsessive need to clean.
- 6 Character is obsessively superstitious.
- 7 Character feels an obsessive need to help others.
- 8 Character feels an obsessive need to collect certain objects (possibly even owning everything of that type). Make up an object or roll a d4 on the subtable below:
 - 1 See 858 Gifts & Legacies.

523b: Mental Afflictions

	2	Gold (or platinum, or gemstones, etc.).			
	3	Animals			
	4	Beautiful things (including people).			
15		Delusional Identity. Character believes self to be a famous personage, usually someone quite well known from history or current events. Actions are otherwise quite normal, if one accepts that the character is acting as someone else.	19		Berserker Rage—Mindless Aggression [D]. Person is subject to fits of mindless aggression lasting 1d100 minutes.
16		Kleptomania [D]. This is an obsessive impulse to steal, regardless of want or need.	20		Multiple Afflictions. Roll 1d3+1 more times on this table. Afflictions have a 60% chance to have some form of interrelationship: one intensifies another or causes it to occur, or is the object or target of the other. Example: A phobia reaction is so intense the character becomes catatonic—or berserk.
17		Pyromania [D]. This is an obsessive impulse to set, and then watch fires.			
18		Hebephrenia. Character remains semi-aware of surroundings, but ig-			

523c: Phobias

d4/d10	Phobia				
10	Being alone (Monophobia)	29			Insects (Entomophobia)
11	Animals (Zoophobia)	30			Magic spells or items (Magiophobia)
12	Being buried alive (Taphophobia)	31			Males (Androphobia)—usually found in females.
13	Blood (Hematophobia)	32			Missiles and missile weapons (Ballistophobia)
14	Cats (Ailuroophobia)—especially house cats.	33			Monsters and monstrosities (Teratophobia)
15	Cold (Psychrophobia)	34			Night (Nyctophobia)
16	Colors (Chromophobia)—usually specific colors.	35			Open spaces (Agoraphobia)
17	Corpses (Necrophobia)—should include undead.	36			Physical Love (Erotophobia)
18	Darkness (Achluophobia)	37			Poison (Toxiphobia)
19	Empty rooms (Kenophobia)	38			Rain (Ombrophobia)
20	Enclosed spaces (Claustrophobia)	39			Sinning (Peccatophobia)—fear of doing wrong.
21	Females (Gynephobia)—usually found in males.	40			Slime (Blennophobia)
22	Fire (Pyrophobia)	41			Snakes (Ophidophobia)
23	Flying (Aerophobia)—also fear of the air.	42			Spiders (Arachnophobia)
24	God (Theophobia)—one deity or all?	43			Storms (Astaphobia)—includes thunder & lightning.
25	Ghosts (Phasmophobia)	44			Trees or treelike creatures (Dendrophobia)
26	Graves (Barophobia) linked with Necrophobia.	45			Water (Hydrophobia)
27	Hair (Trichophobia)—hairy monsters, hair on people, etc.	46			Wind (Anemophobia)
28	Heights (Acrophobia)	47			Wounds or injuries (Traumatophobia)
		48-49			More than one fear. Reroll 1d3+1 times on this table.

523d & e: Allergies

After being exposed to an allergen (a thing that causes an allergic reaction—see table 523e), a character will quickly begin to suffer from his allergy's effects.

Roll a d10 to determine the allergy's Trait Strength (this differs from the rules on page 69). A character with a below average Constitution

attribute should add 1d3 points to his allergy's initial Trait Strength, while a character with an above average Constitution attribute should subtract 1d3 points. Reaction severity (see table 523d) varies according to an allergy's Trait Strength, and is classified as Mild (1-4), Serious (5-7), Severe (8-9) and Deadly (10).

Table 523d: Allergy Reaction and Effects

Reaction Effects

Mild: Red, itchy eyes, sniffles. Minus 1 Rank to combat skills until 1d3 hours after exposure ends.

Serious: As above, plus asthmatic reaction (hard to get one's breath). Minus 3 Ranks to combat skills, minus 1d8 to Strength attribute.

Severe: As above, plus skin rash and high fever. Subtract 1d6+3 Ranks from all skills. Victim is very ill, cannot clear head to concentrate (especially on magic spells), and may suffer physical harm if he does not end exposure upon occurrence of symptoms.

Deadly: As above, but victim becomes catatonic (unconscious). Curative magics or healing medicines will be necessary to revive the victim.

Table 523e: Allergies

d10

Allergic to...

1 Fur. Additional effect of constant sneezing.

2 Dust. Additional effect of constant sneezing.

d4/d10 Behavior Tag

10 Secret Identity. Maintains two separate identities, switching as necessary to keep both "active." Create a second background, and decide which is real and which is a charade. Come up with a good reason for this tag, such as employment as a spy.

11 Flirtatious. Most interchanges with members of the opposite sex involve some kind of "innocent" or playful sexual innuendo.

12 Chemical Addict [D]. Character's day-to-day existence centers around a chemical substance, such as tobacco, alcohol, narcotics, caffeine, chocolate, etc. Character becomes "ugly" and unpleasant if deprived of the substance for too long. All skills drop by 1 Rank until character gets a "fix."

13 Primps Constantly. Character is constantly and publicly combing or brushing hair, applying makeup, straightening clothing or otherwise maintaining, correcting or improving his physical appearance.

15 Absentminded. The character misplaces things easily—the more important something is, the greater the chance it will be mislaid. Items that

3 Insect Bites/Stings. Multiple bites or stings increase reaction level by one.

4 Common food. Usually a high-protein food such as cheese, eggs, red meat or wheat flour.

5 Unusual food. Caviar, horse milk cheese, jalapeño peppers, primitive hoagies, etc.

6 Exotic food. Use imagination. Candied prawns, kumquat surprise, pickled roc eggs, etc.

7 Common medicine or home remedy. Fever cure, stomach remedy, mustard plaster, etc.

8 Unusual medicine. A strange, even magical potion—includes antidotes for monster poisons.

9 Mold. Includes mildew and possibly even damp dirt. Additional effect of constant sneezing.

10 Magic. Primarily for cast magic. Increased Trait Strength usually implies a sensitivity to enchanted items or creatures. Relative intensity of magic increases reaction level. A low power spell may trigger a mild reaction, while touching an ancient artifact may cause a deadly reaction.

are set down, dropped or hidden have a 1d20% chance of being lost permanently.

16 Fumble-fingers. Regardless of his Dexterity attribute or skills, this character is often clumsy with things he holds in his hands. At the worst moments, they seem to slip or, more likely, flip out of his hands. The base chance is 1d4 x 10%.

17 Collector. The character surrounds himself with things that appeal to him. These things may be valuable, historically important, attractive, or just plain unusual.

18 Romantic. Character yearns for idealized adventures and can't understand why the world has to be so harsh and real.

19 Distinctive Possession. Select an object from 858 Gifts & Legacies, for which the character is well known and from which he may not wish to be parted. Roll until you get something with which you are comfortable.

20 Ego Signature [N]. Character cannot do anything anonymously, but must leave some mark or item that links him with the act (the "Mark of Zorro," for example). This character has a

523f: Behavior Tags

	25% chance to be a Vandal [D] who leaves his mark by destroying or defacing property.	33	the effective value of all skills and attributes drop by 1d6 Ranks or points.
21	Hiccupping. Brought on by stress or eating, these range from mild "hics" to thunderous body shakers. At the GM's discretion, these diaphragm glitches can cause penalties to fighting and skill use checks.	34	Insomniac. Character finds it almost impossible to sleep or get any rest ... at least during the night.
22	Unusual Appearance. The character compensates for, or is self-conscious about some aspect of his appearance. Select the feature using 867 Appearance.	35	Fanatic. Strong belief in some idea and an equally strong devotion to its achievement, even to the point of death.
23	Know-it-all [N]. Has an opinion or knows the "truth" about everything (but, of course, you already knew that). Actually has only a 10% chance to really know something.		Picky Eater. Character won't try new foods, even to the point of going hungry rather than eating something disliked. Diet may be limited to a few "comfort foods" enjoyed during childhood. When presented with any new food, the character has a d10 x 10% chance to dislike the food. This does not mean the character is thin. Comfort foods are often high in carbohydrates and fat!
24	Perfectionist. The character insists that all tasks be performed in accordance with his own extremely high standards.	36	Glutton. Character eats like there is no tomorrow, whether he is hungry or not. Eats at least twice as much as a normal being of his race. Has a 70% chance to be grossly overweight.
25	Squeamish. Can't stand to be around little creepy-crawly things, touch slimy stuff, watch other people bleed, or eat certain types of foods. Treat this like a phobia.	37	Pacifist. Character will not fight. This ranges from vowing never to kill, never taking an offensive stance in combat (self-defense only), or even "turning the other cheek" and not defending oneself at all.
26	Stuttering. Reduce Charisma attribute by 1d4 when talking. Penalize any speaking skills by 1d3 Ranks, or more if the character is under pressure or nervous.	38	Gung Ho! This character has an aggressive, excited attitude that he applies to every task.
27	Sexy. Regardless of his appearance, members of the opposite sex are strongly attracted to the character.	39	Pet Lover [L]. This character has many pets and usually has one with him. He is always looking for something else to bring home. The character may focus on a specific type of animal: cats, dogs, giant amoebae, etc.
28	Bloodthirsty [D]. Seems to enjoy combat just a little too much, particularly when blood is spilled.		Political Activist. Always involved in some kind of cause. Most support the masses against their overlords, but it may involve protecting something from destruction like "Save the Ice Caps" or "Equal Rights for Field Mice."
29	An Attitude! Choose a work-related attitude from 317 Occupation Performance. This work-related attitude strongly influences all aspects of the character's behavior.	40	Practical Joker. Enjoys pulling off jokes at other's expense. He's a guy who packs food with hot peppers, changes labels on potion vials, and puts a little too much oil on your sword's leather-wrapped hilt. Whose side is he on anyway?
30	Dislike Something. Go to table 523c: Phobias and determine what the character doesn't like. This is not a fear, but is instead something the character does not care for. The strength of the trait determines the degree of dislike.	41	Neatnik [N]. This is an obsessively neat person. Personal effects are always clean, polished, sharp, well-organized, and neatly arranged. Dislikes mess and has a 10% chance to have a phobia regarding dirt.
31	High Pain Threshold. He laughs off wounds that would normally incapacitate another character. Each time the character receives a wound that would incapacitate him, he has a 60% chance to treat it as a non-incapacitating injury and to continue to function (the GM may have to make judgement calls for this).	42	Slob. Unconcerned about the appearance of his person or property.
32	Low Pain Threshold. ANY pain makes	43	

- Tends to be disorganized where belongings are involved, takes longer to find things (though he may be a master of the "vertical piling" system in which items are located in a manner similar to geological sedimentation).
- 44 Packrat [N]. "Say, this looks like it might be useful!" is the battle-cry of this fellow who picks up everything, but never throws any of it away. On the other hand, he always has just the right thing for any situation...if he can find it.
- 45 Unique Physical Habit. An action which the character performs unconsciously. Select from the following, or create your own: winking, rapid blink-
- 46 Figures of Speech [D]. Constantly fills his conversations and pronouncements with colorful phrases, often based on homey sayings, like "Dance 'til the cows come home," or "Thicker'n fleas on a dawg," or "We have a wonderful old saying where I'm from ..."
- 47-49 Quite Eccentric. Roll 1d3+1 times for multiple Behavior Tags. Reroll conflicting Tags, such as Neatnik and Slob.

Strength Description

- Trivial** Feature is barely noticeable, even when actively affecting the character. Special circumstances may have to exist for the feature to come into play.
- Weak** Feature is easily sublimated, overcome, or ignored, but is noticeable when actively affecting character.
- Average** There is an uneasy balance. Feature is not active unless the character is

Strong

caught off guard or is too fatigued to control himself.

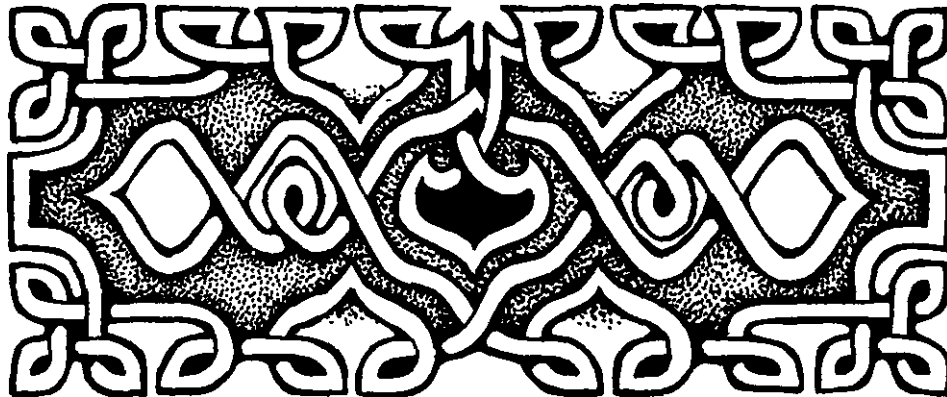
Driving

Unless character consciously resists the feature, it manifests itself strongly. Feature dominates the character's life—character finds it difficult to resist its compulsions.

Obsessive

Character cannot rest or find peace unless actively pursuing the desires, needs or compulsions of the feature.

523g: Trait Strength



From here, return to the section that sent you here.

Miscellaneous Events

Things Happen

When generating your character history, you will not necessarily consult any of these miscellaneous event sections, but you are quite likely to consult several of them, some more than once. Obviously, anything that happens to your character in these sections should be recorded under the EVENTS section of your Character History Worksheet.

Every once in a while, tragedy hits, and when it does, consult 624 Tragedies starting with page 83.

Fortunately, good things tend to balance out the tragedies that cause characters so many problems. See 625 Something Wonderful beginning on page 86.

Sometimes the bizarre or hideously evil becomes manifest through 626 Horror Events. See page 88.

A few of the miscellaneous event sections are race specific: 627 Elven Events (page 91), 628 Dwarven Events (page 92), 629 Halfling Events (page 93) and 630 Monster Events (page 94).

Criminals or those who inadvertently come in contact with the treacherous criminal world may need to determine events beginning on page 95 with 631 Underworld Events.

A series of sections, starting with 632 Military Events on page 98, relate to the experiences of soldiers. In addition to 632 Military

Events, you may need to consult 633 Combat! (page 101), 634 Military Duties (page 103), 635 Military Skills (page 105) and/or 636 Military Rank (page 107).

Various occurrences can lead to a character being forced into servitude or slavery. When this happens, see 637 Enslaved, starting on page 109.

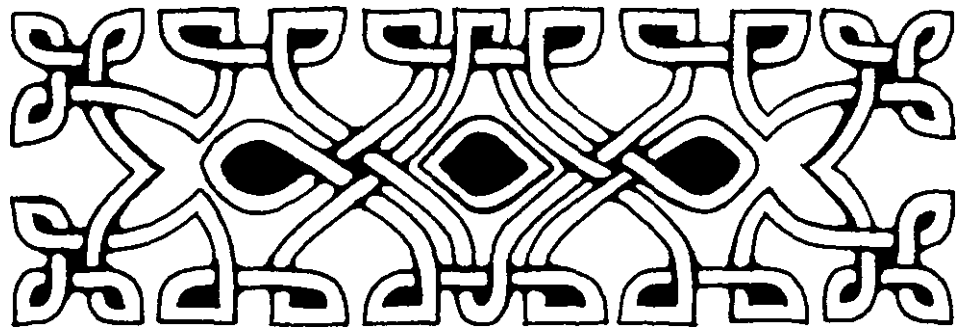
Characters who commit crimes will almost inevitably find themselves on page 111 consulting 638 Imprisoned.

The famous Arthurian Quest for the Holy Grail began because of a religious experience shared by Arthur and his knights. Perhaps something similar will happen to your character. See 639 Religious Experience, beginning on page 113.

Romantically inclined characters will need to consult 640 Ah, Love! on page 115, while those characters who are simply dedicated to the service of a patron will find important information on page 117 with 641 In the Service of ...

642 Exotic Events, beginning on page 119, determines happenings that are truly out of the ordinary.

Sections 643 Death Situations and 644 Death of a Loved One deal with the regrettable loss of life that happens all too often in lands of medieval medicines, monsters and monarchies.



"Ah, yes! I'll never forget that time at Lord Vilkner's castle when we... No... Um, help me out with this, Bertran."

—Jharsvend the Thief

As you look over the prison records in the jailer's timeworn collection of parchment scrolls, you think back to your childhood, to the early evening when you returned home from the well with two buckets of water only to find your parents missing....

After searching for most of the day, you discover the entry you had been looking for: "Couple—Wennon and Tess—Farmers—Orders of LordRoek—Cell 119."

"Thassit?" the jailer asks. "S'ry. Lost th't wing t' a cave-in ten years ago—"

Use this section only if directed to do so.

Instructions: When bad things happen to good characters, it becomes necessary to roll a d4 and a d10, with the d4 result serving as a "ten's" digit and the d10 serving as a "one's" digit. For example: a d4 result of 2 and a d10 result of 0 is a 20. Match the number against the table below. Should the die roll indicate a situation that could not occur, such as a parent dying when the character has no living parents or guardians, reroll until the table indicates a tragedy that could happen.

Role-play: Tragedies happen to almost everyone to one degree or another, and we

often learn and grow from them. More than many types of events, these strong emotional occurrences have profound effects upon characters.

A tragedy can provide lifelong motivation for a character or drastically change his perception of the world. The violent death of a loved-one might begin a vendetta against the perpetrator that may later be played out. A string of tragedies may make the character feel that he has inborn bad luck or even that the universe is against him.

624

Tragedies

INFORMATION & INSTRUCTIONS

d4/d10 Tragedy

- | | |
|-------|---|
| 10 | Wild beasts attack. The character receives a grave injury, but survives. He is forced to watch while the beasts drag off and devour 1d4 family members (if no family, then guardians or friends). Go to 863 Serious Wounds to determine the character's injury and its lasting effect. Select relatives with section 757 Relatives (reroll anything that really does not work). |
| 11-12 | Character is imprisoned for a crime he did not commit. Go to 865 Crimes to select the crime for which the character is imprisoned. Following each crime is a number that indicates the type of die to roll to find the number of years for or type of sentence. Go to 638 Imprisoned for special occurrences that happen in prison. |
| 13 | If the character has children, one of them dies. Select the cause of the tragedy on table 624b: Tragic Causes. Then go to 643 Death Situations and select how the death occurred. If the character has no children, then the event affects a sibling. If the character has no siblings, reroll a different tragedy. |
| 14-15 | Unable to pay their taxes, the character's parents/guardians are im- |

- | | |
|-------|---|
| 16 | A favorite pet dies painfully (special pets created on 752 Unusual Pets are included in this). Roll a d6. If the roll is 5 or 6, the death was caused by someone else. Go to 745 Others and determine who caused the pet to die. |
| 17-18 | Orphaned! Go to 644 Death of a Loved One. |
| 19 | The town where the character lives is wiped out. Roll a d6 for each close family member or friend living in the affected area. On a roll of 5-6, that person dies in the tragedy. Select the cause of destruction on table 624b: Tragic Causes. |
| 20 | The character is responsible for a death. Go to 745 Others to determine who died. Then go to 643 Death Situations to determine how the death occurred. |
| 21 | Family/Guardian(s) is wiped out. Roll a d6 for each close family member. On a roll of 3-6, that person dies. Select the cause of the tragedy on table 624b: Tragic Causes. |
| 22-23 | A favorite, possibly valuable, possession vanished. Roll a d6 on the |

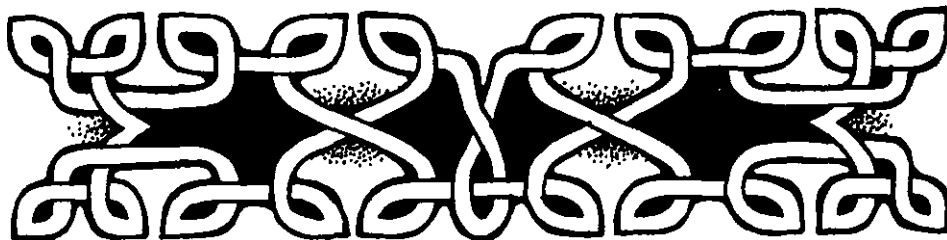
624a: Tragedies

	subtable below to find how it happened:	33-35	If the character has a lover, then something terrible happens to the beloved. Roll a d10 on the subtable below to discover the nature of this tragic event. If the character has no beloved, then reroll a different tragedy.
	1-3 It was lost.		
	4-5 It was stolen.		
	6 It was stolen and a fake was left in its place.		
24	One or both of the character's parents are outlawed and go into hiding. Roll a d6 on the subtable below to determine the affected parent. The numbers following each name indicate the chance on a d6 that the character and the rest of his family followed the outlaw(s) into hiding. 1-3 Father (1-2) 4 Mother (1-4) 5-6 Both parents (1-5) Now go to 865 Crimes to find why the parent(s) was outlawed. Then roll a d6. On a roll of 5-6, the parents go into hiding within a different culture level. Goto 102 Cultural Background to find the Culture (and CuMod) that will affect all the character's future rolls.		1 Unfaithful lover leaves the character heartbroken. Roll d3. On a roll of 3, the lover left due to a magical enchantment.
			2 Lover attempts to kill character, then disappears. On a d6 roll of 6, the character receives a severe injury that does not heal properly. Select injury with 863 Serious Wounds.
			3 Lover tries to kill character, but dies in the attempt.
			4-5 Lover dies. Select cause on table 624b: Tragic Causes.
			6 Lover is cursed into a deep sleep. Only a rare, distant, difficult to find object can wake the lover.
25	The character is kidnapped and sold into slavery. Go to 637 Enslaved!		7 Lover is killed by lover's own jealous former lover, who then gets away.
26	The character is banned from performing his primary profession and is cast out of any guilds, associations or societies associated with the trade. If the character's identity is known, he cannot safely practice the profession within the known world of his current culture. Reduce the character's starting money by 50%.		8 Lover disappears and is never seen again.
			9 Lover is magically transformed into a beast or monster and runs off into the wilderness.
27-28	Character receives a severe injury that does not heal properly. Go to 863 Serious Wounds to select the injury and its lasting effects. Select the cause of the tragedy on table 624b: Tragic Causes.		10 Lover is imprisoned. Go to 865 Crimes to determine what the lover allegedly did. Roll d3. On a 1 or 2, the lover is actually innocent.
29-30	One of the character's parents or guardians is killed. Roll Hi/Lo. Hi=father/male guardian. Lo=mother/female guardian. Select the cause of the tragedy on table 624b: Tragic Causes.	36	A disease almost kills the character and leaves horrible scars. Reduce Charisma and Appearance by 1d4 points.
		37-38	War ravages the character's homeland. Roll a d6 on the subtable below to determine the number of additional tragedies that afflict the character.
31	The character's home area is overrun by hostile forces or raiders. All his possessions are destroyed and he and his family are forced to perform slave labor for the enemy. Consult 638 Imprisoned, but do not add the character's SolMod when selecting the prison type. During captivity, 1d3 members of the character's family die. Select them with section 757 Relatives.		1-2 One additional tragedy.
			3-4 Two additional tragedies.
			5 1d3 additional tragedies.
			6 If 14 years or older, the character is conscripted into military duty. Roll for 1d3 additional tragedies then go to 632 Military Events.
32	The character is cursed. Go to table 862a: Curses to determine the nature of the curse.	39	The character's home is destroyed along with all belongings. The character's Social Status drops by one level. Adjust the character's SolMod,

	and then select the cause on table 624b: Tragic Causes.		do not add in the character's CuMod or TiMod. If the character does not have an occupation that he can practice at Rank 3 or better skill, subtract an additional 35 from the roll.
40	The tragedy is like a cloud with a "silver lining." Reroll the event on this table and then select the good thing that comes about because of it with 625 Something Wonderful.	46	The character is forced into an unwanted marriage. If the character is already married, the old spouse "disappears" (he or she may have been kidnapped, imprisoned or killed). At the time of marriage, the new spouse dislikes the character and will obviously cause the character grief for some time to come.
41	The character's family loses all its wealth. Reroll Social Status on 103 Social Status subtracting 30 from the die roll. The SolMod from this new status will be the one that affects all future die rolls.		
42	All persons belonging to the character's racial background are rounded up by government troops and imprisoned, executed or exiled. The character escapes, but does not know the status of his family. The character must assume that he too will be hunted down by the government for recapture.	47	A shift in the economy causes severe inflation. The value of money becomes a fraction of what it was. All Social Status's above Destitute drop 1d3 levels for 1d6 years. After that, they rise one level, but remain there (unless changed again).
43	The character's best friend dies. Go to 643 Death Situations and determine how the death occurred.	48	The character's family is stripped of all titles and lands. Reroll Social Status on 103 Social Status and subtract 10 from the die roll. The SolMod from this new status will be the one that affects all future die rolls. Roll a d6. On a result of 6, the character's family is outlawed as well (see #24 above).
44	The character is doubly cursed. Roll twice on table 862a: Curses to determine the nature of the curses.		
45	The character is disinherited by parents. For subsequent standard of living, reroll Social Status on table 103 but subtract 10 from the die roll and	49	Roll twice more on this table and combine the results into one horrible tragedy.

d10	Tragic Causes	9	The character's own actions!
1	An unexplainable accident.	10	A natural disaster. Roll a d12 on the subtable below:
2	A terrible fire.	1	Avalanche
3	A virulent, incurable disease.	2	Flood
4	Someone's actions. Select person using 745 Others.	3	Earthquake
5	A rival's actions. Create the fiend with 754 Rivals, but roll Hi/Lo instead of against table 754c. Hi=Deadly, Lo=Obsessive.	4	Drought
6	Magic.	5	Volcano
7	Roll for Hi/Lo. Hi=a revolt, Lo=a War.	6	Lightning
8	An accident while travelling (a ship sinks, wagon is crushed by a landslide, etc.).	7	Meteor strike
		8	Forest or brush fire
		9	Tornado
		10	Mine cave-in or landslide
		11	Hurricane or storm
		12	Tidal wave

624b: Tragic Causes



From here, return to the section that sent you here.

625 Something Wonderful

While searching for herbs to spice up the evening's stew, you hear distant sounds of screams and shouting coming from your village....

As you race closer and closer to home, you can hear that the screams and shouts are accompanied by deep, guttural growls and snarls, and your heavily panted breath almost catches in your throat. The beastly noises sound like swamp lizards, but dozens, not the two or three normally seen hunting in these woods....

Finally in sight of your village, you almost collapse when your feet get caught up on the bloody carcass of a guard dog almost buried in the tall grass at the village's outskirts. Before you, the village's inhabitants are clustered together in a protective knot around the children and elderly. Perhaps a hundred reptilian forms circle around the inhabitants, moving closer and closer to their prey.

Horried, you instinctively yell out, 'NO!'

Suddenly, the beasts stop their movement, turn in your direction, and then seemingly cock their heads as if awaiting your next word....

Use this section only if directed to do so.

INFORMATION & INSTRUCTIONS

Life is tough, so when something good happens to a character it always seems to be unexpected. This is a list of good, wonderful things that can happen.

Instructions: Roll a d20 and add the character's SolMod. Match the result against table 625. Some entries may require that additional rolls be made. Should the die roll indicate a situation that could not occur, reroll

until you get an event that *could* happen.

Role-play: Good things do happen, even miraculous things. When these sort of things happen, the character may feel touched or blessed by the gods. Some characters might accept this with gladness and humility, while others might feel that they are finally getting their due.

625: Something Wonderful

d20+SolMod Wondrous Event

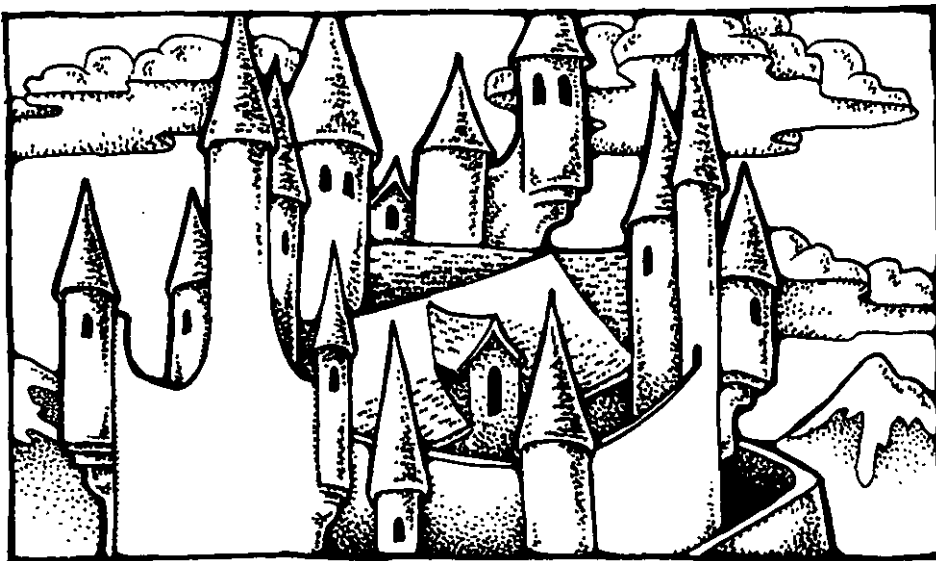
- | | | |
|-----|---|---|
| 1 | Wild carnivorous beasts invade the character's camp. During the attack, the character finds that he has the innate ability to command wild beasts (not monsters) to do his will (so long as it does not seriously risk the animals' lives). | |
| 2 | Get out of jail free. A magnanimous ruler pardons all prisoners. If the character, or his friends or relatives are in prison, they are set free with an admonition to "Sin no more." | 8 |
| 3-4 | If the character has a lover or spouse, he is blessed with the birth of a healthy, beautiful child. Roll Hi/Lo for the child's gender. Hi=male, Lo=female. | |
| 5 | While repairing the family home, the character discovers a magical item. Go to 858 Gifts & Legacies to determine what has been found. | 9 |
| 6 | Character acquires an unusual pet. Go to 752 Unusual Pets to determine the details about this animal. | |
| 7 | The character is adopted into a Wealthy family. If he is an orphan, it | |

is a true adoption. If he has living parents, he is treated just like a son. Assume that the new family is of the same Culture level as the character at the time of adoption. Roll for important information about the new family on 104 Birth and Family and 107 Parents & NPCs.

The village/small town where the character lives is destroyed, but there is little loss of life. If he lives in a large town or city, the affected portion of the city is where he or his immediate family live. However, after the disaster passes, the area is rebuilt and becomes more prosperous than ever before. The Social Status of the character's family raises by one level (but never above Wealthy).

The character is responsible for saving a life. Go to 745 Others to determine who was saved. Then go to 643 Death Situations to determine how the death almost occurred. Roll Social Status for the near-victim with section 103. If the victim was Well-to-

	Do or better, the character receives a reward.		22	nature of the blessing. A lasting peace takes hold in the land.
10-12	Reroll, but do not add in the character's SolMod.			If the character is currently in the Military, he is discharged with honors.
13	A despotic and evil local ruler outlaws the character's parents. Go to 748 Nobles and determine the ruler's title. After 1d10 years, the ruler's liege overthrows the evil ruler and the character's parents are not only pardoned, but are honored for their role in the despot's demise. The reward: elevation to Nobility, equal to one rank below the overthrown evil Noble. The Social Status of the parents rises to at least Well-to-Do.		23	The character gains a loyal friend and companion. Go to 753 Companions to determine the details.
			24	Family home is declared a national treasure. The government pays to restore it and maintain it, while allowing your family to live there.
			25-26	Reroll, but do not add in the character's SolMod.
			27-28	Character is named sole heir to the small fortune of a distant relative.
14	Slavery is outlawed in the land. All slaves are freed.		29-30	The character is forced into an unwanted marriage, but quickly comes to love, even worship, his spouse.
15	Character receives a severe injury that does not heal properly and almost kills him before he is rescued by a benevolent wizard who replaces the damaged limb or organ with a magical prosthesis, and this gives the character a magic power. Go to 863 Serious Wounds to select the injury. The GM must determine the nature of this new power.		31-32	A shift in the economy increases the value of precious metals. The rich get richer. All Social Status's above Comfortable increase one level (Wealthy have a 1% chance of becoming Extremely Wealthy).
			33-35	A new market opens up for the chief source of the character's income (or his family's income). Several new estates are established in foreign countries.
16-17	The character becomes renowned for his occupation. Clients from around the world seek his services. The influx of business allows the character to increase his Social Status by 1d2 levels (but not above Wealthy).		36	The ruler of the land consolidates fiefs and eliminates troublemakers. The character's loyal parents (or the character if he is a first born) are elevated one title level (as determined by Culture). For example: A baron would become a count. Land holdings and titles increase to match the new position.
18-19	A disease almost kills the character, but miraculously, the character becomes immune to all disease.			
20-21	The character is blessed. Go to table 862b: Blessings to determine the			



From here, return to the section which sent you here.

626 Horror Events

Stepping into the dark, burnt out confines of the ruins of Highridge Keep, you look up at the moon peering back at you through a maw-like rift in the southern wall. At your second step, the voices start up again, just like they did the last time you visited the ruins all those years ago. This time, though, the voices seem to be laughing at you, as if they know why you came back, know that you must join them for the night if you want to break the hag's curse.

The voices start to grow louder, much louder than you remember, and something moves at the edge of your vision....

Use this section only if directed to do so.

INFORMATION & INSTRUCTIONS

Instructions: Roll a d20 on the following table to select the character's brush with the dark unknown. Also roll a d6. On a result of "1," the character has developed an exotic personality trait stemming from this horror event. Determine the trait with 523 Exotic Personality Traits.

Game-play Notes: The player and GM should assume that the mystery surrounding these events has never been solved or satisfactorily explained. Also, assume all events are linked to some horrible, dark conspiracy.

Role-play: Imagine that time when you were scared of something in the dark: a shape, a shadow, a sound. Now imagine that you didn't imagine it. There really was something there—something dark, unexplainable and malign. Maybe you'd still be afraid of the dark? That's how your character may feel after this encounter with the supernatural. On the other hand, it may pique his interest to the point where he exchanges fear for an unquenchable desire to know the truth of what really happened that dark night.

626: Horror Events

d20	Horror Events	
1	A place frightens the character. Roll a d10 to determine the place:	10 attempts to take them there. Roll twice again on this subtable and combine the entries in a frightening way.
1	Basement/Cellar	
2	Attic	2 For a period of several months, people disappear with no explanations. No reason, even magical, is ever determined. Just as suddenly, the disappearances stop. The character knew at least 1d3 victims. Select the victims using 745 Others.
3	Empty house	
4	Old barn	
5	Empty building	
6	Vacant lot	
7	Locked room	
8	Dark wood	
9	City or Castle ruins	3 The character suspects that an evil spirit has taken possession of a familiar object and is responsible for crimes and horrors that have been occurring. Roll a d10 on the subtable below to determine what the possessed thing may be.
10	Cave	
	Now roll a d10 to determine what frightens the character:	
1	The shape of something disturbing is outlined on a wall.	1 Pet
2	At certain times, a nauseating odor comes from there.	2 Weapon
3	Voices are sometimes heard there.	3 Armor
4	The temperature drops to near freezing.	4 House
5	Something unusual was down there. Select the thing with 749 Monsters.	5 Horse/Steed
6	Bright lights can be seen there.	6 Shield
7	Water boils without heat when left there.	7 Statue
8	An oppressive, even evil, sensation can be felt there.	8 Child's toy
9	Animals react violently to	9 Coin
		10 Gem
		Someone or something strikes out of the darkness to kill and mutilate. Roll a d20 for the number of victims. The character knew the latest victim. (Select on 745 Others.) To determine

the killer, roll a d6. On a result of 1-4, the killer is a deranged person. (Select on 745 Others—choose race.) On a result of 5, the killer is a monster. (Select on 749 Monsters). On a result of 6, the GM should determine the killer secretly.

The character receives a gift from an unknown source. The gift is imbued with a feeling of intense evil, but the character cannot seem to get rid of it. Just before his adventuring career begins, he comes across the unpleasant gift yet again. Select the item on 858 Gifts & Legacies.

The character participates in a "hunt" which searches for and destroys a creature who has been plaguing the area. Select the creature on 749 Monsters.

The character senses the presence of an unquiet spirit. Roll a d10. On a result of 1-3, the presence haunts the character's home. On a result of 4-5, the spirit haunts an empty home. Otherwise, select the owner of the haunted home on 745 Others. GM ONLY: see entry #626 on table 968: GM's Specials.

The character believes that a creature lurks about. Roll a d6 on the subtable below to determine the location. Select the type of creature believed to be there on 749 Monsters.

- 1 Under his bed
- 2 In his closet
- 3 In the attic
- 4 In the woods
- 5 In the water
- 6 In a neighbor's house

A neighbor behaves strangely. The character investigates out of concern and curiosity only to discover something totally unnerving. The discovery forces the neighbor to flee, but he is still out there ... somewhere. Roll Hi/Lo for neighbor's sex. Hi=male. Lo=female. Roll a d10 to select the neighbor's dark secret:

- 1 Neighbor tried to animate the dead.
- 2 Neighbor was actually a monster. Select the type of monster on 749 Monsters.
- 3 Neighbor was a cannibal. A few snacks lie about.
- 4 Neighbor collected weird, frightening artifacts.
- 5 Neighbor worked black magic.
- 6 Neighbor was a crazed se-

rial killer.

- 7 Neighbor experimented with opening portals to other worlds, planes or dimensions.
- 8 Neighbor led a coven of witches.
- 9 Neighbor is a villain of world-class proportions. Select details on 755 Villains.
- 10 Neighbor was using magic to manipulate the character's friends and relatives.

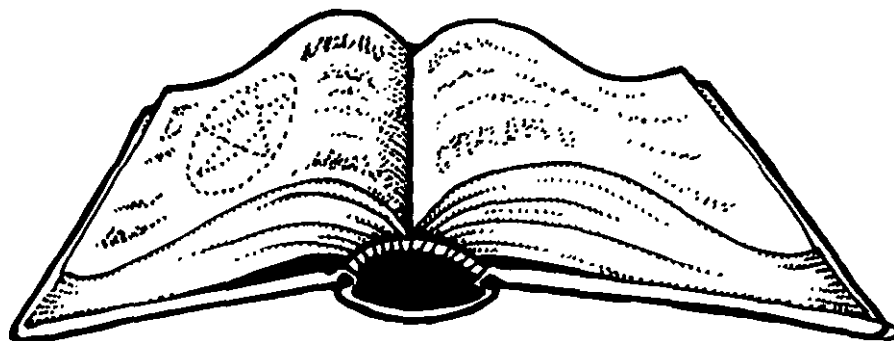
10 The character experiences ghostly apparitions that appear repetitively. Roll a d20 on the subtable below to select the nature of the vision.

- 1 Assassinated noble
- 2 Horse drawn carriage
- 3 Beautiful woman
- 4 Pet
- 5 Drowned person
- 6 Giant black cat
- 7 Handsome man
- 8 Warrior or warriors
- 9 Horse and rider
- 10 Child
- 11 Monster (see 749 Monsters)
- 12 Executed person
- 13 Severed body part (see 861 Body Locations)
- 14 Shapeless form
- 15 Ship
- 16 Skull
- 17 A being identical to the character
- 18 A being identical to one of the character's loved ones
- 19 Select on 745 Others
- 20 Wolf

11 At an estate auction, the character discovers the journal of one who is obviously mad, yet the character is drawn to learn more of the mad things the writer implies. The book tells of lost cities, hidden knowledge, incredible creatures and worlds that exist next to our own. Any subsequent rolls on this table are directly linked to the character's discovery!

12-13 Heroic intervention puts an end to a horrifying event that the character experienced. Use 745 Others to determine who caused the web or horror to end. Also, roll a d6. On a result of 5-6, the hero or heroes sacrificed themselves in the effort. If no other events have been rolled, roll once more on this table to find what the hero or heroes confronted.

- | | |
|---|--|
| <p>14 See event number 9, but substitute "relative" for neighbor. Select the relation with 757 Relatives.</p> <p>15 The character is cursed. See table 862a: Curses.</p> <p>16 The character finds an old book hidden in the false bottom of a trunk in the attic of an empty house. Despite feelings of fear and dread, the character reads the book and begins to learn horrible secrets. A strange change affects the character. Roll a d6:</p> <p>1-2 Gain an exotic feature from table 862d: Unusual Physical Traits.</p> <p>3-4 Gain a trait from 523 Exotic Personality Traits.</p> <p>5-6 Both results 1-2 and 3-4 are inflicted on the character!</p> <p>17 The character senses that a weird change has come over several people close to him, almost like they have become entirely different people. Roll a d6. On a result of 5-6, 1d4 family members are involved. The character comes to believe that one of the following situations is occurring. Roll a d4.</p> <p>1 They are being replaced by zombies.</p> <p>2 They are being possessed by evil spirits.</p> | <p>3 They are being replaced by shape-changers.</p> <p>4 They are actually monsters in human guise. Select an appropriate monster.</p> <p>18 An evil, depraved cult performs sacrifices in a nearby wood. The character comes upon one of their night time rituals and witnesses things best left unseen. Roll a d6 on the subtable below to discover other details the character learns, but wishes that he hadn't.</p> <p>1 The cultists knew the character was there.</p> <p>2 One of the character's close friends is a cultist.</p> <p>3 A noble or very prominent member of the community is a cultist.</p> <p>4 The character's parents (or guardian) are members.</p> <p>5 The cultists were attempting a ritual that would end the world or bring it under a lasting cloud of evil.</p> <p>6 Roll twice more on this subtable.</p> <p>19-20 Roll three times again on this table and combine the entries to form one weird and frightening event.</p> |
|---|--|



From here, return to the section that sent you here.

627 Elven Events

For days you've been using all your elven trickery to avoid the young half-elf who has been asking almost everyone you know for information about you—including how to meet you. Others have told you that she brushes off your messages that you don't want to take on any more explorations or rescues just now, but now you have proof. At last she has cornered you.

Finding you in an alleyway blocked at the other end by a hay cart with a broken wheel, the half-elf runs towards you, calling your name and waving.

"Don't go!" she cries as you look for a way out. "I must tell you! Please.... You don't understand... I don't want— I mean, I'm your sister...."

Use this section only if directed to do so.

The significant events on this table are particular to elven characters (or characters raised by elves) and reflect some of the differences in their upbringing, customs and society.

Instructions: Roll a d10 and match the result against the table below. Record the event and the age at which it occurred on the character worksheet (see Age on page 10).

Role-play: An elf's typically long life gives him an unusual time sense. "There is always tomorrow" is a common elven attitude. Also,

an elf may see other races as humans see a butterfly, something interesting but not around long enough to become attached to it. The elf loves beauty, especially the beauty of nature. An elf loves fun and good times. In his own societies it is not uncommon for an elf to have a "live for today and let tomorrow take care of itself" attitude. An elf dislikes "dead" wood, made from improperly harvested trees. An elf has a mutual and deadly hatred of goblin-like races.

INFORMATION & INSTRUCTIONS

1d10 Elven Event

1	Forest home is ravaged by monsters. No friends or loved ones are killed, but it will be centuries before the woodlands are restored to normal.	6	Character was found as an adult, possibly 100 years old, sleeping in time-worn clothes next to a giant tree in the woods. Character has no knowledge of his true name, true past or actual skills and abilities. It is almost as if he was born upon waking (Non-elves wake at age 20).
2	Character is given a magical bow by someone he knows. Go to 745 Others to determine who gave the gift. The GM must determine the bow's magical powers.	7	Character is cursed with human mortality. He ages as a human. A quest may be necessary to remove the curse from the afflicted elf.
3	The character is given a special soul tree. As long as the tree survives and thrives, the character will gain +1 bonuses to his Strength, Constitution and Magical Ability attributes.	8	Character's family adopts a young human.
4	At least one sibling is half-elven, half-something-else (usually human).	9	Character gains Rank 5 proficiency skills in story-telling and singing.
5	Character acquires an unusual pet. The type of animal acquired is always a natural forest creature of some kind. Go to 752 Unusual Pets to determine	10	From an ancient hermit, the character learns 1d3 human or other languages to at least Rank 4 proficiency.

627: Elven Events

"Y'know, Bertran, sometimes I wonder what it would be like to be a full-blooded elf."
"What? You mean to be completely worthless?"
—Jharsvend the Thief and Bertran Stoneback

From here, return to the section that sent you here.

628 Dwarven Events

At last the battle rage subsides from within you; your eyes clear, your breath comes more easily, and a tremendous weariness forces you to your knees where you rest, leaning heavily on your war hammer for support. All around you, the scaly bodies of depth-dwellers litter the cavern floor, most bearing wounds that attest to the skills of the mysterious stranger who showed up just in time to save your life.

Remembering him, you turn to offer the stranger your eternal gratitude only to find him vanished—gone as mysteriously as he arrived. Resting up against the cavern wall, however, the stranger's magical battle axe remains.

Use this section only if directed to do so.

INFORMATION & INSTRUCTIONS

The events on this table are particular to dwarven characters (or characters raised by dwarves) and reflect some of the differences in their upbringing, customs and society.

Instructions: Roll a d10 and match the result against the table below. Record the event and the age at which it occurred on the character worksheet (see Age on page 10).

Role-play: A typical dwarf is a hard-working soul who believes that hard work, sober thoughts, a skilled hand, and devotion to one's clan are the most important things in life. The

greatest sin in life is time frivolously wasted. To a dwarf, finely crafted metal and stone are things of great beauty. Work in wood, cloth or paint is below a dwarf's notice (it is not "permanent," so it must be frivolous). A typical dwarf desires treasure. Family and clan ties are more important than allegiance to a king. A dwarven warrior feels that the hammer, when used as a weapon, pays homage to his ancestors. A typical dwarf hates goblin-like creatures, and distrusts elves, who spend too much time in frivolous activity.

628: Dwarven Events

d10	Dwarven Event	
1	Character grows to an un-dwarven height.	
2	Character is unable to grow a beard.	
3	Character receives an odd gift from an unnamed source. Go to 858 Gifts & Legacies to determine the nature of the gift.	
4	Character is given a magical hammer by someone he knows. Go to 745 Others to find who gave the gift. The GM will have to decide the powers possessed by the magical hammer (possibly it is a weapon).	
5	Character stumbles upon lost dwarvish caverns. The caverns contain much lost dwarf lore, treasure, and wondrous devices. Yet, upon leaving the caverns, the character cannot find his way back, and none believe his stories.	
6	A monster raid forces the character's family from their cavern homes, and	
		the monsters still occupy the caverns to the present day. Roll a d6. On a result of 1 to 4, the raid occurred a long time ago. On a result of 5 or 6, the raid occurred during the character's lifetime.
		7 Character's family adopts a young human.
		8 Character befriends a goblin, arch enemy of dwarves. Roll a d6. On a result of 5 or 6, the goblin is his companion. Go to 753 Companions to find the details.
		9 Character discovers a trove of mineral wealth that raises him up to Wealthy Social Status (see 103 Social Status). However, the newfound wealth is taken away within 1d4 years by a powerful monster. His Social Status then drops 1d3 levels.
		10 The dwarven home guard trains the character to at least Rank 4 skill in war hammer, sword and shield usage.

"Wonderful... breathtaking... absolutely tre— Bertran! We stand before perhaps the most magnificent woods in all the land and you stare down at your feet!"

"Well don't blame me! It sounded like you were talking about this stone here..."

—JharsvendtheThiefandBertranStoneback

From here, return to the section that sent you here.

629 Halfling Events

Sweat trickles down your brow and into your eyes, making it more difficult both to stand still and to see the distant target—not to mention the subtle disturbances in the trees and grasses that could help you track the wind. The time keeper has raised her hand, though, and you must release your arrow or forfeit.

You let the shaft fly....

Teggi pulls his arrow and aims with the true fluidity of a champion. Every one of his flights before this, the final round, has landed more squarely on target than your last attempt, and the crowd of spectators has begun to stir about, ready to congratulate Teggi on his winning shot.

Suddenly, inexplicably, Teggi's bow snaps in two, and after a moment of stunned silence, the spectators rush forward and lift you in the air as a sign of victory. Teggi, however, casts you a look of hateful suspicion....

Use this table only if directed to do so.

The significant events on this table are particular to halfling characters (or characters raised by halflings) and reflect some of the differences in their upbringing, customs and society.

Instructions: Roll a d10 and match the result against the table below. Record the event and the age at which it occurred on the character worksheet (see Age on page 10).

Role-play: A typical halfling would rather hear about an adventure than participate in one. He is complacent, often pleased with things just as they are. Curiosity and wanderlust are traits not encouraged in halfling children. A halfling likes to work only because the fruits of his labor bring him pleasure. He is often overawed by elves, but distrusts big, clumsy humans.

INFORMATION & INSTRUCTIONS

d10	Halfling Event	
1	In a cluttered storeroom, the character finds a mysterious, dust-covered box which contains an odd item and no indication of where it came from. To find the nature of the item, go to 858 Gifts & Legacies.	5
2	The character wins a skill contest at a local fair and gains wide renown for this skill. To determine the skill, roll a d6 on the following subtable; 1 Cooking 2 Archery 3 Slingshot stones 4 Singing 5 Farming 6 Story-telling The character will have at least Rank 5 with this skill.	6
3	The character's hospitality is strained by strange visitors who spend the night telling tall tales of mystery and adventure before leaving at dawn, but when they go, they leave a gift. To find the nature of the forgotten item, go to 858 Gifts & Legacies.	7
4	The family business fails and the family must seek a new home. Social Status falls one level.	8
		9
		10

629: Halfling Events

From here, return to the section that sent you here.

630 Monster Events

The fresh kill slung over your shoulder smells wonderful, and it takes all your strength of will to hold out against sampling it before winding your way back home to the cave. You manage though, and when you finally reach sight of the dark, cavernous opening, you bellow a friendly greeting to all inside. Curiously, nobody replies....

Once inside, the reason for your clan's silence becomes obvious ... the clan has been destroyed and its cache of treasure looted. Even Ghriggych, with the slobbering mouth that made her so attractive, stares up at you in lifeless silence....

As you suspected, with your snout to the ground you detect a strange, fresh scent—perhaps even fresh enough that the fleeing attackers heard your shout of rage. Tracking the fools will be simple....

Use this section only if directed to do so.

INFORMATION & INSTRUCTIONS

The significant events on this table are particular to monster characters (or characters raised by monsters) and reflect some of the differences in their upbringing, customs and society. This table deals with the "generic" monster, that is, a creature of no particular species, but one that generally dislikes other humanoids and has less-than-particular eating habits.

Instructions: Roll a d10 and match the result against the table below. Record the event and the age at which it occurred on the character worksheet (see Age on page 10).

Role-play: It is difficult, if not impossible to

lump all monsters together and say, "This is how a monster behaves." In their own society, monsters are much like other folk. They have mothers, often have jobs, tell tall tales, and try to survive as best they can. The fact that they have disgusting eating habits or desires to dominate the known world is what makes them monsters to us. In all likelihood, they frighten their children into behaving by telling them that the "humans" will get them if they don't mind their manners. It would not be out of character for a monster to distrust everyone else. Still, imagine yourself being really different and still wanting to fit it with society.

630: Monster Events

d10	Monster Event		
1	Adventurers attack the character's home, kill 1d6 family members (select on 757 Relatives), and steal the family's belongings, including 1d3+1 heirlooms. Go to 858 Gifts & Legacies to determine what these lost items were.	5	The character is a natural master of an occupation (Rank 6 proficiency) and goes to live peaceably among humankind to practice the profession. Go to 312 Barbarian Occupations, to determine the occupation.
2	Character is driven out by his kind for being "different."	6	Character befriends a human. Goto 745 Others to determine the type of person befriended.
3	Character participates in several raids against humankind in which he slays 1d3 significant opponents. He gains at least Rank 4 skill in one of his natural or cultural weapons.	7	Character learns to speak a common human language at Rank 4 proficiency.
4	On the basis that "all monsters [of the character's type] are the same," a human is hunting after the character to exact retribution for some wrong committed by others of the character's kind. Treat this hunter as an obsessive rival (see entry #10 on table 754c).	8	Character learns to read and write a common human language at Rank 3 proficiency.
		9	Character knows of a great treasure owned by rival monsters of the same species. Character must determine whether or not he would betray his own kind for a reward.
		10	Character has a natural ability to either appear as a benign humanoid, or to at least effectively disguise the more monstrous aspects of his appearance.

From here, return to the section that sent you here.

631 Underworld Events

The thieves' guild alarm sounds, waking you from sleep, and you leap from bed after only a moment's hesitation. You snatch up the few belongings that rest close at hand, including a sack of tools and a heavy cloak to shield you from the night air, and you dart to the window, throwing it open and stepping up to the sill in one quick motion. The street below appears deserted, but looks can be deceiving....

Once the sack is slung over your shoulders, you find that climbing up towards the rooftop becomes a fairly simple exercise, until a city guard's head suddenly looks down at you from the roof above. He points a crossbow at you and a bolt slams into your right shoulder, causing you to lose your grip and start to fall....

Use this section only if directed to do so.

When a character becomes involved with criminals, he often follows their ways and learns their skills. A character with underworld experience may not become a thief, but he will certainly be more knowledgeable about criminals' ways and customs.

Instructions: The first of the three things that a criminal character must do is roll a d10 on table 631a: The Wrong Path to determine how he became a criminal. Then roll a d6 and match

the result against table 631b: Types of Crimes to select the general type of criminal activity that the character undertook. Finally, roll a d3, rolling a d20 and consulting table 631c: Criminal Events that many times.

Role-play: Possibly the character has not become a criminal himself, but is only involved with them. How does the character feel about this criminal past? Is he still a criminal or has he reformed and gone "straight?"

INFORMATION & INSTRUCTIONS

d10	Reason for Criminal Action		
1	The character needs money to pay debts.	7	he can not otherwise afford.
2	Peer pressure "forces" character to do criminal acts.	8	The character seeks a life-style filled with dangerous thrills and excitement.
3	The character has a pathological urge to do wrong.	9	The character seeks to wield power in the crime world.
4	The character wants to defy authority.		The character is forced into a life of crime by criminals who threaten his loved ones.
5	The character feels he is punishing those responsible for misdeeds done to him.	10	Roll two more times on this table and combine the results in some logical manner. Reroll duplicates.
6	The character wants to live a life-style		

631a: The Wrong Path

d6	Type of Crime		
1	Petty theft. The character and several pals steal things they want or need. They act in violation of any organized thieves guild.		make 1d4 rolls for the crimes he regularly commits (ignore footnotes). The character gains 1d4 Ranks in a weapon skill of his choice (such as sword, dagger, crossbow, etc.)
2	Organized guild thievery. The character is part of a thieves guild, under the direction of guild masters and senior thieves. The thieves are not a crime network and limit themselves to stealing and smuggling.	4	Independent criminal. The character is heavily involved in one or more of the following activities. Roll a d10 against the following subtable:
3	Organized crime. This is a crime network with a tight grip on its members that treats the rest of the world as ripe for plunder. A character who becomes involved with organized crime should go to 865 Crimes and		
		1	Confidence schemes and/or Blackmail
		2	Hired thug
		3	Burglary
		4	Smuggling
		5	Violating Curfew
		6	Stealing livestock
		7	Selling illicit material

631b: Type of Crime

631c: Underworld Events

	8	Robbing moneylenders and money changers	
	9	Kidnapping	
	10	Roll again 1d2+1 times on this table. Reroll duplicates.	6
5	Piracy.	Roll d3 Pirate events on table	631d: Piracy Events. Then go back to table 631c to find d3 standard Underworld Events.
			Banditry. The character is part of a gang of bandits who roam the countryside.
d20	Underworld Event		contacts in the underworld, including thieves, informants, guild officers, thugs, fences, and spies. So long as the character does not turn in his former cronies, they remain friendly and can even serve as allies in "legal" activities.
1	Joins a gang. Members are usually about the character's same age and the same sex. Give the gang a name, such as the Street Sharks, the Big Six, the Brothers, etc.		The character learns the sewers of his home town (or a nearby city) as well as he knows the back of his hand. This knowledge is also useful in other cities, since sewers tend to be built along similar lines.
2	Jailed for a few days in a sweep of the streets by law enforcement officials.	12	The character learns the secret passages, entrances and exits to a local Noble's castle or estate. Select the Noble's title on 748 Nobles. The Noble should be someone important in the GM's campaign.
3	Seriously wounded in a fight. Select injury from 863 Serious Wounds.		The character discovers that several items taken in a recent heist are "cursed." No fence will take them, and even the owner is making no attempts to recover his property. It seems impossible to dispose of these items or even lose them. Select 1d3 items on 858 Gifts & Legacies, then determine the alleged curse on the owner of the items on table 862a: Curses.
4	Whenever a crime occurs in a city, the character is automatically a suspect, even if law enforcement officials are unfamiliar with his past. The character just looks like a hardened criminal.	13	A crime lord becomes the character's patron, and begins grooming the character to be a leader of organized crime.
5	Character becomes an informant for the law. Roll a d6. On a result of 6, the character is labeled a snitch by the underworld and has a contract out on his life.	14	The character's friends are being killed off in horrible ways. Law enforcement officials are uninterested in stopping the killer, since only criminals are being slain. Soon only the character and one other are left.
6	Character participates in a large jewel heist, only to have his partners vanish with the loot. There were 1d4 others involved and the jewelry has never reappeared. GM: This is an chance to create either a revenge adventure or a recapture scenario (depending on which side of the law the character now stands).	15	The character discovers that a prominent and popular government official is really the head of a major crime ring. Roll a d6. On a result of 1-4, the official is unaware of the character's knowledge. On a result of 5-6, the official thinks the character should be silenced.
7	A key gang boss is slain and the character is blamed. Members of the slain boss's gang seek the character's death.	16	The character's thieving skills (see #9 above) improve by one Rank.
8	The character is imprisoned for a crime. Select the crime on 865 Crimes, then determine the length of imprisonment. After being freed, the character goes straight, but maintains his underworld contacts.	17	The character steals and hides a valuable, but quite distinctive gem worth
9	The character acquires 1d4 Ranks (or additional Ranks) of proficiency as a thief (all thieving skills are learned at this proficiency rating). Thieving skills include wall climbing, lock picking, hiding in shadows, moving silently, disarming traps, picking pockets, map reading and evaluating stolen goods.	18	
10	The character chooses to go straight and ends his life of crime. Still, he is often recognized by criminals who remember him from the "old days."	19	
11	The character develops extensive		

10 times his normal "starting money." The gem has remained hidden until the present (or until a beginning character starts an adventuring career), but when the character goes to reclaim the gem, it is gone. He discovers that it is now possessed by one of the character's criminal "friends."

20

Reclaiming the gem would give the character much money. The character becomes the leader of a gang (or if he is part of a bandit group, he becomes the bandit chief. If a pirate, he becomes a pirate captain).

d10

Pirate Event

- 1 The pirate captain buries his treasure on a deserted island. As far as the character knows, that huge treasure is still there.
- 2 The pirate crew is captured and all but the character are hung. The character escapes captivity, vowing to give up crime forever.
- 3 The character learns how to sail a big ship at 1d4+1 Ranks of skill.
- 4 The pirate crew mutinies, and the character is voted captain by the mutineers. The old captain escapes and vows revenge on the mutineers and their leader.
- 5 The pirates discover a lost island with a mysterious temple. All members of the crew are cursed by the magic of the temple. The curse takes effect once a month. Only by finding the temple again and making sacrifices (GM's discretion) can the curse be

6

7

8

9

10

lifted. Select the curse on table 862a: Curses.

An old sailor teaches the character a few tricks about cutlass use, giving the character +2 Ranks in cutlass skill (or an initial Rank 2 skill).

A raid on a particularly large treasure ship gives the character 1d6 x 1,000 gold pieces of treasure.

The pirate captain is known for treating captives unusually harshly and has one additional exotic personality trait. Select this feature 523 Exotic Personality Traits.

Due to wide travel on the pirate ship, the character learns 1d6+1 additional foreign languages at Rank 1 ability, just enough to buy a stiff drink or a sharp sword anywhere in the world.

The character becomes one of the pirate captain's officers and learns the location of many rival pirates' fortresses.

631d: Piracy Events



From here, return to the section that sent you here.

632 Military Events

Somewhat tentatively, you step into Lord Eddara's tent and look about.

Lord Eddara's travelling quarters appear nearly as richly adorned as his home in the castle. Thick furs cover the ground everywhere except near a fire pit which sends up a thin wisp of smoke towards the circular opening in the tent's apex. The tent has chairs for sitting, a table for eating and another for writing, numerous chests, and three servants who apparently wait on Lord Eddara every moment of the day. Valuable streamers of silk and other fine cloths hang from the tent walls and move gently from side to side.

When your eyes light on Lord Eddara, he smiles, artificially, and then speaks, 'I'm afraid we're under attack by your home kingdom, so I'll need to know where your loyalty lies....'

Use this section only if directed to do so.

INFORMATION & INSTRUCTIONS

Instructions: Follow the steps for each of the subheadings below:

Select the service: Roll a d20 on table 632a: Type of Service to determine which branch of service the character enters. Use the column appropriate to the character's Cultural Background and/or Social Class. If Noncombat Duty is indicated, select the type of service on table 634a: Noncombat Duty. If a Special Force is indicated, select the type of service on table 634b: Special Forces. The following is a brief description of service types:

Light Infantry: Lightly armed and armored foot soldiers.

Medium Infantry: Heavier armor and weapons than light infantry, but not as well-equipped as heavy infantry.

Heavy Infantry: Heavily armored foot soldiers & knights.

Archers: Bowmen or crossbowmen.

Chariots: Small, lightly armored carts, drawn by two horses. Includes a driver and an archer or javelin caster.

Light Cavalry: Not heavily armored. Includes lancers and horse archers. Typical of Nomadic warriors.

Heavy Cavalry: Armored knights, usually Nobles or their retainers and squires.

Mercenaries: Any band of warriors for hire. Usually followers of a charismatic leader.

Navy: Primarily sailors who may double as marines.

Special Forces: Combat forces who perform special tasks.

Noncombat duty. Those necessary and often dangerous functions that do not involve frontline combat. For event rolls, roll a d20+5.

Select the rank: Go to 636 Military Rank and select the character's rank in the military.

Select the skills: If in a combat unit, go to 635 Military Skills and select the skills which the character learns while enlisted. The next step is

to find out who runs the army.

Select the leader: Roll a d10. If the result is 1-6, the character has entered the service of the ruler of the land. On a result of 7-10, the army serves another patron. Select the patron on 641 In the Service of.... Record this information on the Character History Worksheet.

Select the events: To determine the number of Significant Events that occur during the military hitch, roll a d3. For each event, roll a d20 and match the result against table 632b: Military Events. These events occur in addition to any significant events that would normally occur during the current period of the character's life. Noncombat Notes: All Noncombatant troops add 5 to the d20 roll. Follow directions, record any relevant information, and return here until all rolls here are complete. Determine the year of service at which an event occurs by rolling a d4. The result corresponds to a year within the hitch period. A roll of 1 indicates it happens during the first year, a roll of 2 during the second year, and so on.

Duration of Enlistment: A standard military enlistment is four years. This time period begins at the age when the character enters the Military. Events may result in an early mustering out or reenlistment. Military service that begins in adolescence can overlap into adulthood (requiring that the character then roll adult events). Military service beginning in adulthood may increase the "adult" years prior to a character's adventuring career.

Getting Out: When the character leaves the military, he often gets additional benefits. See Mustering Out benefits under 636 Military Rank.

Back Again?: If a significant event directs the character into the military again, the character retains his former rank (regardless of whether or not he rejoins the same unit).

Primitive	Nomad/Barb.	Civilized	Noble†	Service Branch
1-12	1-3	1	1	Light Infantry*
13-14	4-7	2-6	2	Medium Infantry*
		7-8	3-4	Heavy Infantry*
15-16	8	9-10	5	Archer*
	9-10	11	6-7	Chariots* ¹
17-18	11-15	12-13	8	Light Cavalry*
		14	9-16	Heavy Cavalry
19-20	16-17	15-16	17	Mercenaries* ²
	18-19	17-18	18	Navy*
		19	19	Special Forces* ³
	20	20	20	Noncombat duty* ⁴

* A Noble in this branch of service is always a commissioned officer.

† Extremely Wealthy characters are also considered Nobles.

¹ Chariots are found in Barbarian forces, but not in Nomad forces.

² Reroll on this table to find the type of mercenary force.

³ Select specific activity on table 634b: Special Forces.

⁴ Select specific duty on table 634a: Noncombat Duty. Add +5 to all event rolls on table 632b.

632a: Type of Service

d20 Military Event

- 1-6 Combat! Character is involved in a major battle. To find the battle's outcome, go to 633 Combat!
- 7-8 Character reenlists in his branch of service for another four year hitch and another 1d4 military events. Roll a d6. On a result of 6, he is also promoted one rank.
- 9 Character's prowess and obvious intelligence earn him a reassignment to a Special Forces unit for the remainder of his enlistment hitch. Select the new unit on table 634b: Special Forces.
- 10 Character is transferred to a Noncombat unit for the remainder of his enlistment hitch. Select the new unit on table 634a: Noncombat Duty.
- 11 Character is made an officer (or promoted one rank if already an officer). Add 1d3 skill Ranks to character's existing Military Skills.
- 12 Character's unit is involved in numerous skirmishes. Roll a d10. On a result of 8-10, resolve a battle on 633 Combat!
- 13 Character's unit is ambushed by a superior force. Determine the outcome of the battle on 633 Combat!, but subtract 1d4 from the first d20 roll (character's side).
- 14 Character's unit is involved in a plot to overthrow the government and take control in the land. A battle is fought. Determine the outcome of the battle on 633 Combat! If the character's side wins, the commanding general (possibly the character) of the unit

becomes the new ruler of the land. If the character's side loses, all the troops in the unit are declared traitors and are made outlaws. See entry #9 on table 865: Crimes for the punishment for captured traitors.

15 The character is promoted one rank.

16 A disease ravages the army. Roll a d6. On a result of 6, the character becomes sensitive to the cold and damp, as if he had an allergy to it (see tables 523d & 523e: Allergies).

17 Character reenlists in a different branch of service for another four year hitch and another 1d4 military events. Select the branch of service on table 632a.

18 Character learns a new weapon skill (player's choice).

19 The character's hitch is extended by 1d4 years because a major war breaks out. The fighting is intense. Roll two additional events for each year of the extension. Subtract 5 from those event rolls due to the increase in battles.

20-21 A fierce war breaks out. The situation is grim. All Noncombat troops are put in the field as light infantry. Determine the enemy by rolling a d10 on the subtable below. The character's unit is in the thickest fighting for months and sees more action than most. 1d4+1 battles occur. Roll for each battle on 633 Combat!

1-3 Enemy from a neighboring land.

4 Enemy is an army of monsters.

632b: Military Events

5-6	Civil war, possibly a war of succession to the throne; enemy is from the same land.		plane of existence (Aliens? Demons?).
7	Enemy is a peasant rebellion.	22-23	Character increases one occupation skill by one Rank of ability (player's choice).
8	Enemy is from a distant land.	24	Character's unit is assigned to accompany a military unit in the field. Roll the event again, but do not add +5.
9	Holy war; enemy is opposed to the nation's main religion.	25	Roll one event on 641 In the Service of.... Assume the patron is the leader of the character's unit.
10	Enemy is an army of unusual monsters, perhaps undead or from another		



From here, return to the section that sent you here.

633 Combat!

From all around the canyon's rim, the war cries of hundreds of long-tooths pour down on you and the several score troops who surround you. Looking up, you see wave upon wave of the hairy creatures spill over the canyon's edges and run, leap and fall to the rocky floor. Those beasts that survive that initial step rise quickly to their feet and charge at you, swinging their primitive weapons and flicking their tongues in and out between their fangs.

Behind you somewhere a trumpet sounds the call to arms, but almost every soldier has already drawn a weapon and moved forwards to engage the enemy....

Use this section only if directed to do so.

This section resolves any military clashes resulting from a character's military career. You may also wish to use it as a quick means of resolving large conflicts while role playing.

Instructions: To resolve a battle follow the steps below:

1. **Battle Rolls.** Roll a d20 twice and write down each die result. The first roll represents the character's forces. The second roll represents his enemy.

2. **Victory Bonuses.** If the character's military rank is a captain or higher, add 1 point

to the character's die roll for each previous combat victory (that is, combats won using this table), up to a maximum of 3 points.

3. **Win or Lose?** The higher die total wins the battle. If the results are equal, both sides are forced from the field without a decisive victor. Record the outcome on your Character History Worksheet.

4. **Battle Events.** Subtract the lower die result from the higher and match the resulting difference number against table 633 for additional battle results.

INFORMATION & INSTRUCTIONS

Number Battle Event

0-1	The carnage was horrible. Roll percentiles to represent the percentage of the character's side that was killed. The character received a grave injury and almost died. Roll a d6. On a result of 6, the character's military career ends. Determine the injury on 863 Serious Wounds.	11	Character is captured and imprisoned. Military service ends with this event (do not roll any more military events). Determine events of imprisonment on 638 Imprisoned.
2	Serious casualties. Character was injured and has an impressive scar to show for it. Consult 861 Body Locations to determine where the scar is located.	12	Regardless of the battle's outcome, the character is decorated for his heroism.
3	The horror of it all causes the character to develop an exotic personality trait from 523 Exotic Personality Traits.	13	Character was a coward in battle. Roll a d6. On a result of 1-4, no one else noticed, but he must live with his actions. On a result of 5-6 the character is demoted 1d3 ranks for cowardice.
4	Character's best friend dies at his side.	14	Character fought well. Many foes died at his hands. Roll a d6. On a result of 5-6, the character may improve one weapon skill by one Rank of ability.
5	Character is the only survivor of his unit.	15	Regardless of the outcome of this battle, the character performed a successful heroic mission that did real damage to the enemy's ability to wage war. Because of this, the conflict ends in 1d6 months and innumerable lives are saved.
6-7	Roll a d20 1d3+1 times on this table. Reroll conflicting and duplicate results as well as any additional rolls of 6-7.	16	Character blunders horribly in battle and is personally responsible for the
8-9	Character sees action, but nothing noteworthy.		
10	Character fought well and with notable heroism. Many comrades owe their lives to his heroics. The character is promoted one rank for his valor or made a commissioned officer if not		

633: Battle Events

	deaths of (1d10 multiplied by his military rank #) of his comrades or followers.	19	Regardless of his performance in battle, the character is accused of dereliction of duty and is court-martialed and demoted one rank.
17	An act of the character reverses the battle's outcome (a losing battle is won, a winning battle lost). Roll a d6.	20	Character slays the leader of the enemy unit in a personal confrontation.
	On a result of 6, he is recognized for it (A loser is demoted 1d3 ranks, a winner is promoted one rank).	21	The victor's side suffers light casualties. Roll 2d10 on this subtable for one additional event (reroll results that indicate casualties that conflict with this table entry).
18	Character's immediate superior officer is slain, and the character assumes command (effectively a field promotion of one rank. If you roll this result again, the character advances yet another rank).	22+	The loser's side is utterly destroyed. Character is promoted one Rank for personal valor.



From here, return to the section that sent you here.

"Hear me!"

Your company of soldiers turns to face your captain as he joins you for the first time since meeting with Lord Galron earlier in the morning. The captain's jaw is hard set. His lips are taught. The news must be worse than he thought.

He looks at you all, waits for everyone's attention and then shouts, "I need several volunteers for a suicide mission!"

All of you look around, but nobody volunteers.

At last the captain speaks again, "Very well. All of us will go...."

Use this section only if directed to do so.

Not everyone in the military goes into battle like standard troops. Some serve by sitting and peeling potatoes, running errands, or guarding those who need guarding. Others perform special combat-related functions that provide better skill instruction than normal duties, but often place the character in greater danger than mere combat.

Instructions: Roll a d20 and match the result against the appropriate table below to select the branch of Noncombat or Special Forces service that the character enters. Select

military skills on 635 Military Skills as indicated by the applicable footnote.

Role-play: Noncombat duty troops are often looked down upon, as if they weren't fit for "real" duty. This is primarily the case when they encounter combat troops or veterans. On the other hand, special forces, those who take risks that would curdle the liver of a tested veteran, are often looked upon with awe, fear of what the soldiers are capable of, or distrust of what they may have become.

d20	Duty		
1-3	A noncombat occupation within the army. Select an occupation appropriate to the character's Culture Level. Use the appropriate section from 310-313. ¹	11	Cook. ¹
		12	Embassy guard. Duty in a foreign land. ²
		13	Mage guard. Responsible for guarding the military's contingent of wizards. ^{2,3}
4-5	Medical corps. Character is trained as a field surgeon (doctor). Begin with Rank 2 first aid skill. Gain 1 Rank of skill for each additional 2 years in this branch of service. ¹	14	Prison guard. ²
		15	Payroll guard. ²
		16	City guard. ²
		17	Private body guard to leader of the army. ²
6	Recruiter. Character's unit recruits, drafts, tricks and forces new recruits into the military. ¹	18	Palace guard. ²
		19	Temple guard. ²
		20	Border guard. ²
7	Quartermaster corps. Provides supplies for combat troops. ¹	¹ No military skills gained in this service unless transferred to a combat unit.	
8	Instructor (only if character has prior military experience, otherwise, reroll on this table). ¹	² Character gains military skills from 635 Military Skills as if assigned to a medium infantry unit.	
9	Engineer. Designs & builds camps, bridges, etc. ¹	³ Character has a 50% chance of an Exotic Event occurring. Select event on 642 Exotic Events.	
10	Messenger. ¹		

d20	Special Forces		
1-4	Rangers. Wilderness masters who can operate behind enemy lines. ^{2,4}	9-10	Monster squad. These troops are specially trained to deal with unnatural enemies. ⁵
5-8	Scouts. Like Rangers, they are adept in the Wilderness, but they gather information rather than fight. ^{3,4}	11-14	Marines. These troops, often part of the navy, are trained for ship to ship or ship to shore fighting. ²

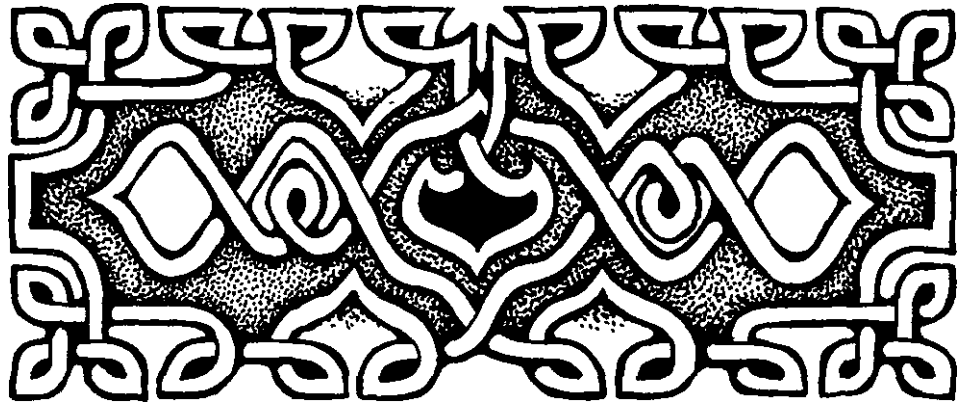
634 Military Duties

INFORMATION & INSTRUCTIONS

634a: Non-Combat Duty

634b: Special Forces

- 15 Suicide squads. Although they do not necessarily have to die to complete their missions, they get the rough missions, ones in which the chance of dying is high.²
- 16-18 War machines. These troops are responsible for the design, construction and use of catapults, onagers, ballistae and other machines of destruction.¹
- 19-20 Espionage. They infiltrate the enemy and return with key information.⁶
- ¹ No military skills gained in this service unless transferred to a combat unit.
- ² Gains skills as medium infantry, but add 1d4 additional combat skills, selected from 635 Military Skills.
- ³ Gains skills as light infantry, but add 1d2 additional combat skills. Select skills from 635 Military Skills.
- ⁴ Gains +1 Rank to Wilderness Survival skill for every two years of service and plus 1d4 forestry skills. Select skills from 635 Military Skills.
- ⁵ Gains skills as heavy infantry, but add 1d4 additional combat skills. For each hitch in this service, the character will have 1d4 encounters with monsters. Select each monster type on 749 Monsters. Select skills from 635 Military Skills.
- ⁶ Treat as light infantry, but gain one additional combat skill, the skill of disguise at 1d4+1 Rank levels, and 1d4 Ranks of thieving skills. Select military skills from 635 Military Skills.



From here, return to the section that sent you here.

You watch as the scout sets down trap after trap after trap in the darkening forest around your campsite. Some, like the spiked tree limb set to swing like a scythe across the small trail from the main path, clearly serve as a mortal threat to unwary intruders. Others, like the piles of dried leaves and twigs scattered around the clearing, can potentially notify the scout of an enemy's presence.

Your stomach growls discontentedly, but the scout refuses to allow a fire until he completes his task....

Finally, the scout turns to address you.

"As to your question," he begins, "... Yes. I do this every night."

Use this section only if directed to do so.

Instructions: The type of skills a character gains in the military depends on the branch of service entered. Use a die to select the skills indicated by the branch of service listing on this page. A soldier learns one combination of weapon skills (such as javelin & short sword) at 1d3 ranks of ability. All other skills (The ones chosen on tables 635a-635d) start at Rank 1. Duplicate rolls improve the skill by one Rank.

The service listings also suggest the type of weapons and armor worn by soldiers of each branch of service. Officers wear the best type listed. Rich characters often buy better armor as well.

The player and GM must decide and agree upon the details regarding each skill. Be inventive, but be fair.

635 Military Skills

INFORMATION & INSTRUCTIONS

Skills, Weapons & Armor by Service Branch

Light Infantry: Skills: 1d3 Combat & 2 Forestry.
Weapons: bow & sword; javelin & sling; javelin & short sword; sling & sword; javelin & spear.
Armor: small shield; leather; studded leather.

Medium Infantry: Skills: 1d4 Combat & 1 Forestry.
Weapons: two-handed spear; two-handed axe & sword; axe & javelin; spear & sword.
Armor: medium shield; ring mail; studded leather; hardened leather.

Heavy Infantry: Skills: 1d3+1 Combat & 1 Forestry.
Weapons: two-handed spear; two-handed axe & sword; axe & javelin; spear & sword.
Armor: medium or large shield; scale mail; chain mail; partial plate mail.

Archers: Skills: 1d3 Combat & 2 Forestry.
Weapons: longbow or crossbow and short sword or axe.
Armor: cloth; leather; studded leather.

Chariots: 1d2 Horse skills & 1d4 Combat skills.
Weapons: bow & sword; sword & lance; javelin & sword; lance & sword; lance & axe; crossbow & sword.
Armor: small or medium shield plus: leather; studded leather; hardened leather.

Light Cavalry: Skills: 1d4 Horse, 1d4 Combat & 1 Forestry.

Weapons: bow; sword & lance; javelin & sword; lance & sword; lance & axe; crossbow & sword.

Armor: small or medium shield plus: leather; studded leather; hardened leather.

Heavy Cavalry: Skills: 1d3+1 Horse, 1d4 Combat & 1 Forestry.

Weapons: bow; sword & lance; javelin, spear, & sword; lance & axe.
Armor: medium shield plus: heavy or light scale mail; chain mail and/or partial plate mail. Knights (Nobles) always wear plate mail (if allowed by Culture level and wealth).

Mercenaries: These professional freelance soldiers always have 1 additional skill (at Rank 2) of their choice from any category, even outside their own unit's skills.

Navy: Skills: 1d3 Combat & 1d4 Naval.
Weapons: sword (cutlass); javelin & short sword; bow & sword.
Armor: small shield plus: cloth; leather; studded leather.

Special Forces: See special instructions for each type of force on table 634b: Special Forces.

Non-Combat Duty: See special instructions for each type of unit on table 634a: Non-Combat Duty.

635a: Combat Skills

d10	Combat Skill	6	New weapon skill of choice at Rank 2.
1	Weapon skill of choice. Improve by one Rank.	7	Battle analysis. After 1d3 rounds of combat, character can see foes' weaknesses and thus gain a +1 Rank attack bonus for each Rank with this skill.
2	First aid.		
3	Disarm (opponent with similar weapon.)	8	Endurance exercising. For each 2 Ranks with this skill, the character can improve his Constitution attribute by 1 level (up to racial maximum).
4	Shield handling (increases protection by either another point of <i>armor</i> , or a higher armor class).		
5	Military strategy. Change die roll for all future Battle results under 633 Combat by 1 point (maximum 3) in favor of character's side.	9	Repairing armor (all kinds).
		10	Improve 1d3 Ranks of proficiency in a skill. Reroll skill on this table.

635b: Horse Skills

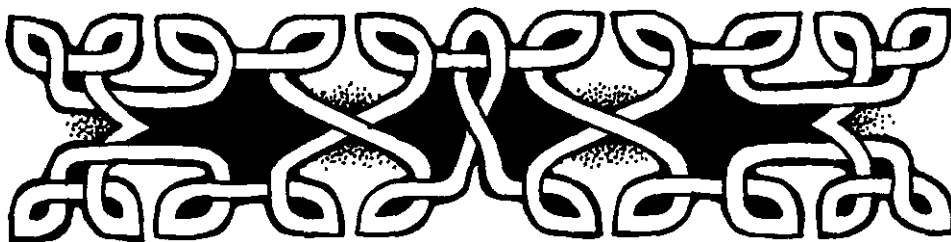
d8	Horse Skill	5	Telling a good horse from a bad one.
1	Increase horse riding/fighting skill by one Rank.	6	Horse medicine (perform animal first aid).
2	Caring for a horse (clean, curry, etc.).	7	Training a horse for combat.
3	Breaking a horse to riding.	8	Improve 1d3 Ranks of proficiency in a skill. Reroll skill on this table.
4	Trick riding (easily do dangerous or foolish things).		

635c: Forestry Skills

d10	Forestry Skill		items.
1	Tracking (following tracks).	8	Making shelter (against cold, damp, etc.).
2	Finding food (plant & animal).		
3	Hiding in cover (avoiding being seen).	9	Surviving in a specific environment. (Choose forest, jungle, desert, mountain, winter, etc.)
4	Trailing (following someone unseen).		
5	Camouflage (making hiding places).		
6	Finding water (and knowing if it is drinkable).	10	Improve 1d3 Ranks of proficiency in a skill. Reroll skill on this table.
7	Making traps & deadfalls with natural		

635d: Navy Skills

d10	Naval Skill	7	Climbing (especially climbing up rigging).
1	Swimming.		
2	Handling small boats.	8	Navigation.
3	Sailing large craft.	9	War machines (particularly ballistae and catapults).
4	Coordinated rowing (as in a galley or longboat).	10	Improve 1d3 Ranks of proficiency in a skill. Reroll skill on this table.
5	Sail making and repair.		
6	Boat repair.		



From here, return to the section that sent you here.

636 Military Rank

Up ahead, hundreds of defenders line the walls of Castle Chelwith, most with long range weapons trained on your troops, though for the moment you remain far outside their reach....

Finally, after having left you to stand in place for most of the morning, Sir Beanie returns, riding his heavily armored war-horse and calling out loudly, "At the trumpeter's signal, charge towards the attack. Let none stop before Chelwith is ours." Three times the knight rides up and down your battle line and delivers his messages. Then, apparently satisfied with your company's slow movement to ready weapons and hoist shields, the man turns his horse back towards the rear of the army and rides away.

"Wit' us up eer, wut's ee doin' slinkin' back dere?" a voice sharply mutters somewhere close behind you.

Another voice answers almost as acidly, "Don'cha know? Ee out-ranks us, fool!"

The signal sounds and you surge forward . . .

Use this section only if directed to do so.

In the military, rank is everything. Those who lead are superior to those who follow (in theory). In many cases, merit earns promotion to the position of officer, but this is not always the case. Initially, Social Status may make the difference.

Instructions: Upon entering the military all characters must roll 2d6 and add the character's SolMod. Match the result against table 636 to select the character's initial military rank. This system allows persons of high Social Status to "buy" positions of authority within the military. Ranks above colonel can only be reached by one or more promotions.

Rank Number: This value determines mustering out benefits (see below), and the number of men the character's actions can directly effect during some Military Events (as listed under table 632b).

Mustering Out Benefits: Upon finally leaving the army (retiring), the character receives a retirement bonus of standard coin of the realm (gold or silver) equal to 10 + (years of service) times the character's mustering out rank number. Thus a character who leaves the army as a Captain after two hitches (8 years) is paid (10+8)x15 gold pieces (assuming gold is the standard coin), or an additional 270 gold on top of his starting money.

A character may also decide to retain his unit's weapons and armor for only half the

normal purchase price for them (based on your game system's or world's price list).

Officer Benefits: Officers get the following benefits:

Training: Each time a character advances in military rank, he may choose one military skill to improve by one Rank.

Comrades: If an officer's unit survived his hitch in the military, he has a percentage chance equal to his rank number (maximum 95% chance) of finding 1d6 veterans of his unit in any major city (GM's discretion). If the character's rank number is greater than 100, divide the 100+rank number by 100. The result is the number of d6 to be rolled to find the number of former troops now available.

Former comrades will remember the character and, depending on the character's successes in battle, may be loyal to him, be willing to become faithful henchmen, or may hate him for his actions and failures. Former comrades in arms are not necessarily the character's friends.

Role-play: True leadership skills are not found in everyone. Purchasing an officer's commission does not make a character a leader. Is the character loved by his former comrades-in-arms or hated for failures on the battlefield and ashamed to show his face where ex-soldiers gather? If the character becomes king, would he still leave to go adventuring? Why?

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*"Mistress, kindly direct me to Salty's Tavern."
"Turn sunward pas' th' dyin' oak n' find it pas' th' farrier's."
"Many thanks! After so long on the road, I so much look forward to a good meal and comfortable sleep!"
"Really? Hmph. N' I thought y' was goin' t' Salty's."*

—Tomas Cendor and Jen Daisy

636: Military Rank

2d6+SolMod	Rank #	Army Rank	Navy Rank
2-13	1	Soldier	Sailor
14-15	2	Corporal†	Petty Officer†
16-18	3	Sergeant†	Chief Petty Officer†
19	5	Lieutenant II	Ensign
20-21	8	Lieutenant I	Lieutenant
22-23	15	Captain	Commander
24-27	25	Major	Captain
28	100	Colonel	Commodore
*	500	General ¹	Admiral ¹
*	1,000	Field Marshal ²	Admiral of the Fleet ²
*	3,000	Commander in Chief ^{2,3}	Commander in Chief ^{2,3}
*	6,000	King ⁴	King ⁴
*	10,000	Emperor ⁵	Emperor ⁵

* This rank can only be reached by promotion.

† This rank is that of a noncommissioned officer.

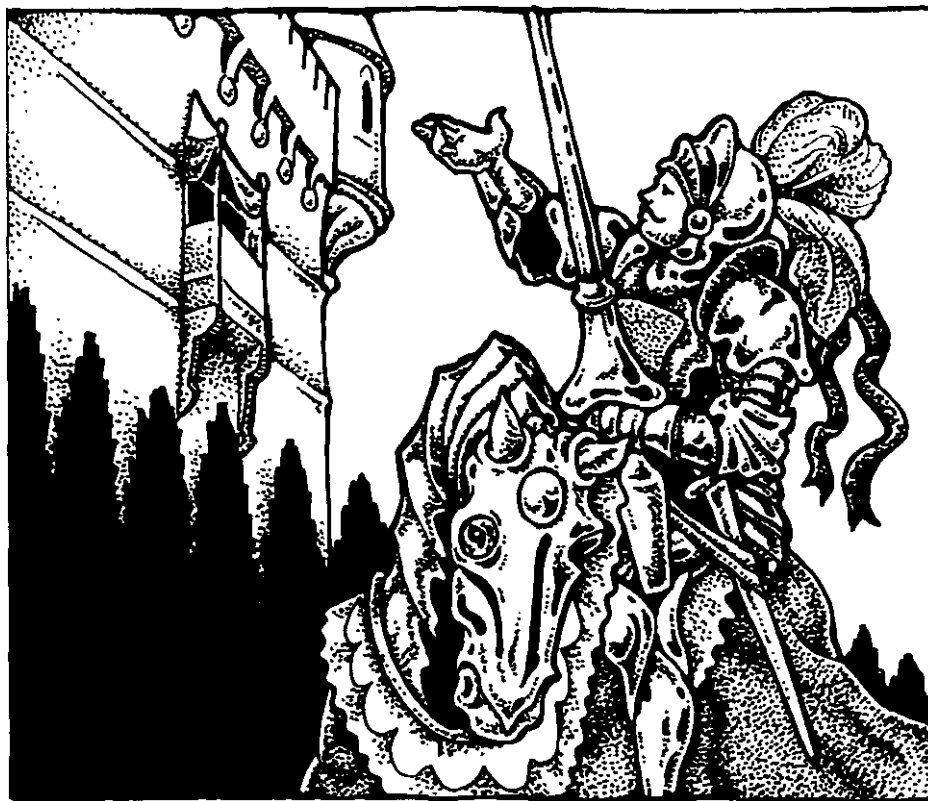
¹ A commoner who attains this rank is made a petty Noble, lowest rank in the realm's order of peerage.

² A character who attains this rank has a chance to become a more powerful Noble. There is a 60% chance that the ruler of the land increases the character's Peerage rank by one level (a knight would become a baronet, a count would become a viscount, etc.), but not higher than a duke.

³ Commander of all military forces in the land.

⁴ The character is assumed to have usurped the throne—taken it by force from the former king—or to have used the army to carve out a new kingdom from the wilderness. Such a kingdom may be held so long as the character has military backing. A character who "retires" from being king may do so because he is bored with "kinging it" and seeks a life of adventure again. Mustering out benefits are looted from the royal treasury.

⁵ This is a king who conquers several neighboring countries. See footnote * above.



From here, return to the section that sent you here.

637 Enslaved!

Seeing you lying prone on the floor with shackles on your wrists and ankles, Baron Haecus smiles, congratulates your captors, and then bends down on one knee to look more directly into your face.

"My Lord," he says. "A new line of succession to the throne has been established tonight. You're out."

Haecus raises himself up again and addresses your captors. "This one's not important enough for the axe. Throw him into the slaver's pit tomorrow and see what he's worth——"

Use this section only if directed to do so.

It is an unfortunate fact that sentient beings have an acquired tendency to treat other sentient beings (particularly those who fit the "not like us" category) as if they were property, to be bought, sold, and bred like livestock. No culture has a monopoly on slavery. Primitives and Civilized beings alike own slaves. So long as those with power can force their will upon those without, there will be slavery.

Instructions: For clarity, these instructions are subdivided by topic. Read all the instructions before continuing.

Owner: Use the NPC creation guidelines beginning on page 173 to determine details about the slave owner, but when determining the owner's Social Status, add 83 to the result of a d20 roll instead of rolling a d100. Make certain you determine an occupation for the owner as well.

Duration: Roll a d6 to determine how long (in years) the character is enslaved. Enslavement begins at the age determined for it (see the instructions for 208 Significant Events of Youth and 419 Significant Events of Adulthood). Enslavement that begins in childhood may overlap into adolescence, and enslavement that begins in adolescence may extend into adulthood. Enslavement beginning in adulthood may further increase the "adult" years prior to a character's adventuring career.

Events: Roll a d3 to determine the number of events that occur during the period of enslavement. For each event, roll a d10 and match the result against the table below. Fol-

low the directions if the use of other tables is indicated. For each event you may select the age at which it occurs (within the period of enslavement), rather than rolling dice to determine the age.

Occupation: Slaves work. That means they perform an occupation. If a slave does not already have an occupation that would be useful to his owner (GM's discretion), he is taught a new occupation (at Rank 3 ability) that is appropriate to the Culture and needs of the owner.

Escape or Freedom: An event that indicates the character escapes or is freed by his owner can only occur at the end of the period of enslavement. If a character does not roll an event that ends the enslavement period, then the character is freed at the end of the enslavement duration without incident.

Slavery & Social Status: Enslavement causes the character's social status to drop to Destitute while a slave and drop 1d4 levels below original status upon regaining freedom.

Role-play: Imagine what it would be like to be someone's property, to have no control over your life, to realize that you exist only at the whim of your owner. What would it be like to know that your children aren't yours, that they could be sold like livestock at the next slave auction. Is the character a "good" slave, or a strong-willed troublemaker familiar with the painful end of a whip? What is the character's attitude towards slavery upon being freed?

d10	Enslaved! Event
1	The character escaped with 1d6 other slaves. Roll a d6 on the subtable below to determine the consequences.
1	A reward of d10x1,000 pieces of gold is offered for the slaves' return.
2	A relative of the owner helped the slaves to escape. Select the relative with 757

3	Relatives. The character was forced to kill the owner during the escape. If caught, his life will be forfeit.
4	The character stole an item of value during the escape. The owner (or his heirs) desperately want the item back. Select the item from 858 Gifts & Legacies.

INFORMATION & INSTRUCTIONS

637: Enslaved! Events

- | | |
|--|--|
| <p>5 The owner (if of the opposite sex from the character, otherwise the owner's spouse) is secretly in love with him and without the character's knowledge, helped the character escape.</p> <p>6 Roll 1d2+1 times on this subtable. Reroll duplicates.</p> <p>2 The character is freed! Roll a d4 on the subtable below to determine the cause:</p> <p>1 The character's owner decides to free the character.</p> <p>2 Slavery is abolished in this land. All slaves are freed and given d100X10 gold pieces as a partial reparation by their owners.</p> <p>3 The character is able to buy his freedom. Because he needs money to live, he remains as an employee of the owner for another 1d4 years.</p> <p>4 An exotic event occurs. Select the event on 642 Exotic Events. The event causes the character to be freed! (Figure out a good reason why.)</p> <p>3 The character is the owner's favorite. He becomes the senior slave in the household. Several slaves hate the character for this and one becomes a rival. Determine details on 754 Rivals.</p> <p>4-5 The character improves his primary occupational skill by 1d3+1 Ranks.</p> | <p>6 Add 1d4 additional years to the period of enslavement and roll for one additional Enslaved! Event.</p> <p>7 Character learns an additional occupation at Rank 3 skill. Select an occupation appropriate to the owner's Culture.</p> <p>8 Character is made a gladiator, forced to fight to the death against beasts, monsters and other slaves for the entertainment of the free populace. Gain 1d6 Ranks of ability in 1d4 different weapons (roll ability separately for each weapon). Also, gain one rank in Strength and one in Constitution.</p> <p>9 Character participates in a slave revolt. Roll a d6 on a result of 6, the character leads the revolt. Roll a d6 again. If the result is 4 to 6, the revolt succeeds. Otherwise it fails. Roll a d6 a third time. If the result is 6, the owner is killed. If the revolt succeeds, the character escapes (determine details by using event #1). If the character was the leader of a successful revolt, he now leads 1d6 low-ability NPC followers (see table 753c: What Kind of Companion?). If the revolt fails, the character is tortured and receives a grave injury from 863 Serious Wounds.</p> <p>10 If older than 13, the character is used as breeding stock. Males will father 1d10 children each year of captivity. Females will give birth to one child each year of captivity. At player's discretion, determine the fate of these children.</p> |
|--|--|



From here, return to the section that sent you here.

638 Imprisoned

Reckoning time proves nearly impossible in the dark confines of your dungeon cell, but you are certain that it has been over two days since anyone has approached your door and more than a day since you have even seen the light of a torch from somewhere down the corridor....

When the torch finally reaches your cell, your eyes squint with pain and you cannot see to note the identity of your visitor. The voice, though, is familiar.

"C'mon," Barghol whispers, "we're breakin' out."

Use this section only if directed to do so.

Barbaric societies have a simple way to punish criminals—they kill them and have it done with. Prison is an enlightened society's way of dealing justice to transgressors of the law.

Prisons are sometimes dungeons with dank, dark cells, sometimes walled compounds with no individual rooms or privacy, or even palaces where wealthy or influential prisoners serve as "guests" until they serve their time or their relatives or followers manage to collect a ransom.

While prisoners probably deserve their fate, some are there who should not be. They were either at the wrong place at the wrong time, looked like somebody else, or were on the losing side of an argument with someone who corruptly wielded political power.

Instructions: If the table that sent the character here did not specify the crime, go to 865 Crimes and select the crime and punishment (number of years to be imprisoned). Then return here.

Prison Type: Roll a d10 and add the character's SolMod to the result. Compare the total against table 638a: Prison Type to determine where the character is punished or rehabilitated.

Duration: The type of crime determines the number of years imprisoned. Imprisonment begins at the age determined for it (see the instructions for 208 Significant Events of Youth or 419 Significant Events of Adulthood). Imprisonment that begins in childhood may overlap into adolescence. Adolescence Imprisonment may extend into adulthood. Imprisonment beginning in adulthood may further increase the "adult" years prior to a character's adventuring career.

Events: Roll a d3 to determine the number of events that occur during the period of imprisonment. For each event, roll a d10 and match the result against table 638b: Prison Events. Follow directions if use of other tables is indicated. For each event (except escape or early pardon), you may select the age at which it occurs (within the period of imprisonment), rather than roll dice to determine the age.

Role-play: Generally speaking, those imprisoned for committing crimes deserve their punishment, but are not necessarily deserving of other events that take place while imprisoned. If the character is imprisoned (justly or unjustly), imagine his attitudes toward fellow prisoners, the guards and those who run the prison.

INFORMATION & INSTRUCTIONS

1d10+SolModPrisonType

1-5	Horrible pit-like dungeon cells
6-8	High security cells
9-10	Low security cells
11-12	Medium security work camp

13	Reroll, but do not add SolMod.
14-15	Low security farm
16	Reroll, but do not add SolMod.
17+	Low security palace or estate

638a: Prison Type

d10 Prison Event

1	The character escapes. Roll percentages for the fraction of the prison term served. For example, 60 percent of an 11 year sentence means a character served only about 6 1/2 years. Roll a d8 for additional consequences:
1-2	A reward of d20x1,000

	pieces of gold is offered for the character's capture.
3-4	1d6 other prisoners accompany the character.
5	A guard aids the prisoners in their escape.
6	The character is forced to kill a particularly corrupt

638b: Prison Events

	guard during the escape. If recaptured, the character's life will be forfeit (work this out during game play).	1	Character is a galley slave. Add 1 point to Strength attribute.
7	A prisoner who escapes with the character is a powerful criminal (Find type of criminal with 865 Crimes). He goes relatively straight after escaping, and becomes the character's patron. Select details on 641 In the Service of ..., skipping the first table.	2	Character works in the mines. Subtract 1 point from Constitution attribute.
		3	Character is placed in a work gang. Add 1 point to Strength attribute.
		4	Character is sold in to slavery for duration of sentence. Determine details with 637 Enslaved!
8	Roll 1d3+1 times on this subtable. Duplicate results indicate a doubling of the earlier roll (a reward is doubled, two guards aid the escape, more than one guard is slain, etc.)	6-7	Character learns thieving skills at 1d3+1 skill Ranks.
		8	Character escapes, but is caught. Add 5 years to sentence duration.
2	A general amnesty is declared. The character is freed after serving only d10x10% of his sentence (do not make any more event rolls on this table).	9	Character participates in a prison uprising. Roll a d6. On a result of 6, the character leads the uprising. Roll a d6 again. If the result is 4-6, the uprising succeeds; otherwise, it fails. Roll a d6 a third time. If the result is 6, 1d10 guards are killed. If the uprising succeeds, the character escapes (determine details on the subtable below event #1). If the character is the leader of a successful uprising, he continues to lead 1d6 low-ability NPC followers (see table 753c: What Kind of Companion?). If the revolt fails, the character is tortured and receives a grave, permanent injury. Select the injury on 863 Serious Wounds.
3	A disease ravages the prison. The character survives and gains fame as a tender of the sick. Surviving prisoners and guards treat the character as a hero.	10	Character is tortured and receives a grave injury. Select the injury on 863 Serious Wounds.
4	Character is beaten frequently by cruel guards.		
5	The character serves out his sentence in a special type of punishment. Roll a d4 on the subtable below to select this punishment.		



From here, return to the section that sent you here

639 Religious Experience

The priest places his hands above your wound, and the pain of broken bone and rent flesh gives way to a feeling of intense heat that spreads first across your wounded leg and then up through your entire body. No other sensation seems to exist, only a deep, comforting warmth. You lose sight of the healer, of the Spartan monastery chamber in which you lie, even of the bare wooden pallet beneath you....

When you regain consciousness, the priest sits nearby, studying a religious manuscript. As you stir, he turns to face you, smiling. You look at your leg, which is whole again, and then begin to offer your thanks. Strangely, something entirely different emerges from your lips:

"Unless that which was lost rests once more in the hall of kings, northern hosts will devour this land...."

Use this section only if directed to do so.

Being sent here does not necessarily mean that the character "gets religion" or becomes a member of a church, temple or cult. It indicates a brush with the supernatural, an encounter with the followers of gods, or in the extreme, a personal awareness of a higher power's influence in one's life. All events are assumed to revolve around a single deity.

Instructions: First, go to 756 Deities, to select the type of god with whom the character interacts. Next, roll a d10 and match the result against table 639a: The Experience Begins to

find how it all begins. Then roll a d3 to select the number of events that occur. For each event, roll a d20 and match the result against table 639b: Religious Events. Events occur in no particular order.

Role-play: The supernatural exists to many people, and devotion to a deity is one of the strongest personality traits known. The influence of God, gods, or other powerful supernatural beings can easily dominate the life of a character for either good or ill.

INFORMATION & INSTRUCTIONS

d10	Beginning
1	Hostile encounter. Followers of the god are persecuting unbelievers.
2	Evangelism. Priests of the god press their beliefs on the character in hopes of gaining a new follower.
3	Curiosity. The character hears stories of the religion and goes to personally investigate.
4	An inner need. The character feels he must seek out the god's religion.
5	Voices. The character hears voices inside his head, speaking of the god and its religion.

6	Parent's religion. The character has grown up with this religion, but is now personally confronted by it.
7	Friend's religion. A friend invites the character to come to his god's temple.
8	Refuge. It was raining (or snowing). The god's temple was the only warm and dry place with an open door.
9	A chance encounter. In a lonely place, the character meets an intriguing follower of the god.
10	Healing. The priests of the god heal the character of an injury or illness.

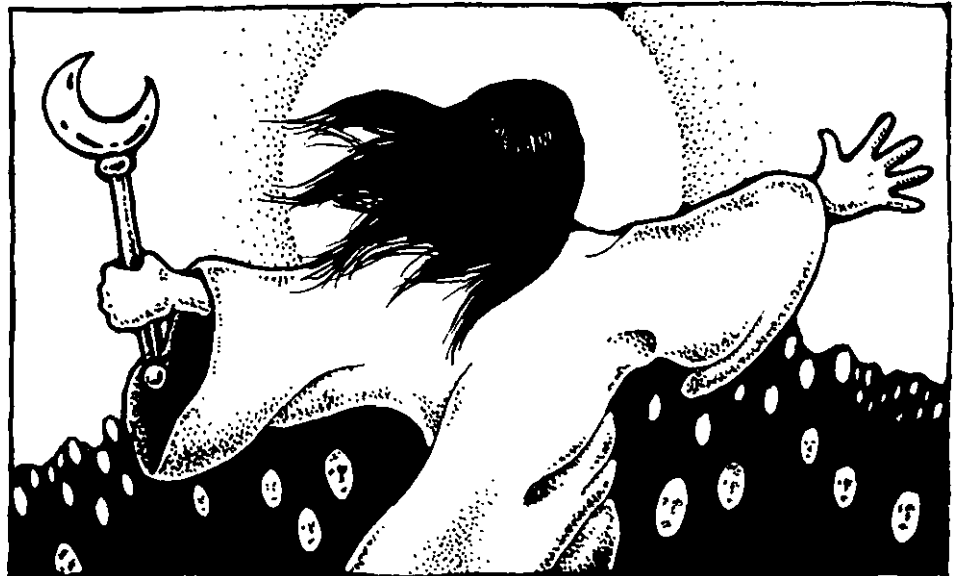
639a: The Experience Begins

d20	Religious Event
1	Claiming divine inspiration, the character forms a new religion devoted to a previously unknown god (Create the god, using the guidelines provided in 756 Deities).
2	Character makes a pilgrimage to an important but distant shrine of the god.
3	Character has a vision of the god's primary enemy.
4	In a vision, the god asks the character

	to perform a sacred, but dangerous mission.
5-9	Character joins the god's religion. Roll a d6 on the table below to determine the strength of the character's devotion to the god.
1-4	Merely a temple-goer, no serious devotion.
5-7	Devoted follower of god's principles of faith.
8-9	Fervent believer, seeks to spread god's faith.

639b: Religious Events

- 10 All-consuming, fanatical passion. Entire life is focused on the god's religion, with a willingness to die for what one believes in.
- 10 Character believes self to be a reincarnated hero or villain of the religion. Roll for Hi/Lo. Hi=a hero. Lo=a villain.
- 11 Others believe the character to be a reincarnated religious hero or villain. Roll for Hi/Lo. Hi=a hero. Lo=a villain.
- 12 Followers of the god accuse the character of a crime against their god. If the character is a follower of the god, he is excommunicated from the religion.
- 13 Character makes prophetic statements. Roll a d10. On a result of 6-10, the character becomes quite unpopular for what he says.
- 14 Character joins in a holy war sponsored by the god's religion. Go to 632 Military Events to determine what occurred during the campaign.
- 15 Character inadvertently desecrates a holy shrine. Roll a d6 on the subtable below to find the consequences.
- 1-2 Deity's followers persecute character.
- 3 Followers seek reparations.
- 4 Followers shun character.
- 5 Most other religions shun character.
- 6 Religious assassins seek character's death.
- 16 The character uncovers the activities of an evil cult. Roll a d6 on the subtable below to find the consequences.
- 1 The cult seeks to have the character join them.
- 2 The cult seeks to kill the character.
- 3-4 Because of the character, the forces of good were able to eradicate this local branch of the cult, and the character becomes a hero.
- 5 As #3-4, but the evil cult now wants character dead.
- 6 Others shun character because of this, possibly out of fear of the evil cult.
- 17 Enemies of the religion persecute the character.
- 18 The temple priests teach the character a skill appropriate to the needs of the religion (an agricultural cult may teach farming, a war cult may teach battle skills, etc.).
- 19 The character studies for the priesthood for 1d4 years. This improves literacy skills by two Ranks and gives the character 1d3 Ranks of religious knowledge.
- 20 By reading a book in the temple, the character learns more than he ever wished to know about evil powers and principalities. Roll a d100. If the result is 80 or higher, the knowledge causes the character to develop an exotic personality trait. Select this feature from 523 Exotic Personality Traits.



From here, return to the section that sent you here.

On bended knee you offer Raelinda the golden rose, the treasure from your yearlong quest. Its fragile metal leaves catch light from the setting sun and shine as if ablaze with, you might say, the strength of your love.

Raelinda takes the precious flower loosely in her slender hand and smiles gently. "Thank you," she says, "but this won't change my feelings for you."

640 Ah,
Love!

Use this section only if directed to do so.

Romance often catches us off guard. While we are making plans for our lives, love has other ideas.

Instructions: The character's beloved has a 50% chance to be extraordinary in some way. If so, roll a d20 twice on table 640a: The Beloved, to select details about the character's loved one. Next, roll a d3 to get the number of events that occur because of the romance. For each event, roll a d20 and match the result against table 640b: Romantic Events. Follow any directions given and return here until all rolls on this table are complete. For each event, you may select the age at which it occurs, rather than roll dice to determine the age. Events that produce children may not occur prior to adolescence.

A childhood romance lasts 1d10 months. An adolescent romance lasts 1d4 years, but if a 4 is rolled, assume that the relationship continues into adulthood unless terminated by an

event (on this or other tables). Romances beginning in adulthood are assumed to continue unless ended by an event. Events on this table that can prematurely end romances are preceded by a symbol ([E-#%]). The # indicates the percentage chance that this event will end the romance.

Age, Race, Social Status & Culture: Assume that the Race, Age, Social Status and Culture of the beloved are roughly the same as the character's unless a table entry declares otherwise.

Role-play: If you have ever been in love, you will have a good idea how love and romance will affect the character's life. If not, imagine the character being devoted to someone more strongly than he is to his own life. The loss of a beloved (or a love affair that ends badly) can create emotional wounds that may take years to heal—if they heal at all.

INFORMATION & INSTRUCTIONS

d20 The Beloved

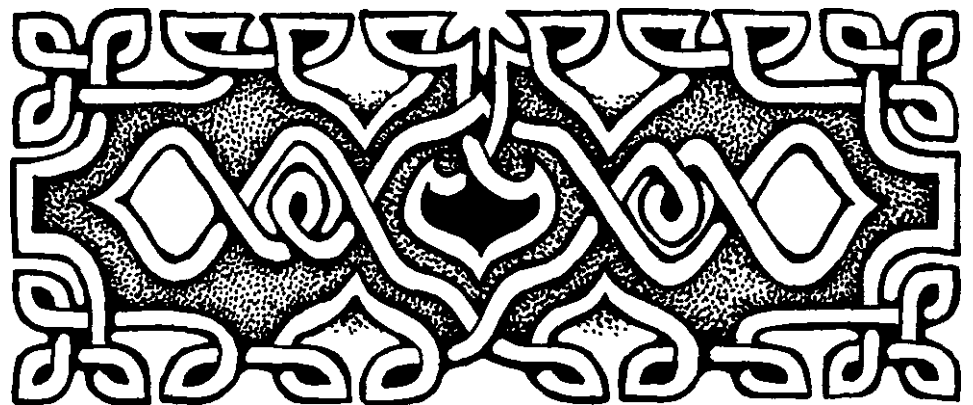
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|---|--|
| 1 | The character's love is unrequited (the beloved does not return the character's affections). The character can only love from afar. |
| 2 | The beloved is already married to another. |
| 3 | The beloved is a widow or widower. |
| 4 | The beloved has children. Roll a d4 for the number. |
| 5 | The beloved is a different race than the character. |
| 6 | Beloved's Social Status is different from that of the character. Select the Social Status from 103 Social Status, rerolling results that indicate an identical status. |
| 7 | Beloved's Culture is different from that of the character. Select it with 102 Cultural Background, rerolling any results that indicate a Culture similar to the character's. |
| 8 | Beloved is the sibling of one of the character's friends (or future adventuring companions). |
| 9 | Beloved's age is significantly different |

- | | |
|-------|---|
| | from the character's. Roll a d6 for Hi/Lo. Hi=much older than character. Lo=much younger than character. |
| 10 | The beloved is originally from a distant land. |
| 11 | Beloved is noted for a personality quirk. Select a personality trait from 523 Exotic Personality Traits. |
| 12 | Beloved is noted for a strong personality trait. Use table 521b: Random Personality Trait to select the trait. Assume that the trait has a strength of d20+80 (use table 520d: Value Strength). |
| 13-14 | The beloved's appearance is exceptional. Roll a d6 on the subtable below to determine appearance: |
| | 14 Extremely attractive. |
| | 5 Rather unattractive. |
| | 6 Ugly, even repulsive. |
| 15-18 | Beloved has an appearance quirk. Select the quirk on 867 Appearance. |
| 19 | Beloved is involved in a romantic triangle, in which another lover pulls at the beloved's affections. |
| 20 | Roll twice more on this table. |

640a: The Beloved

640b: Romantic Events

d20	Romantic Event	13	When together, the character and the beloved have a psychic power that they do not have when separated. Select the power with 864 Psychic Powers.
1-4	Character marries the beloved.		
5-7	The character and the beloved are intense rivals until they suddenly realize their rivalry springs from their mutual love.	14	[E-35%] Beloved is called to overseas military service.
8	The families of the character and the beloved disapprove of their love. Roll a d6 on the subtable below.	15	The character rescues the beloved from certain doom instigated by a villain. Create an imaginative near-doom scenario. Use 755 Villains to develop the bad guy.
1	[E-65%] Beloved's family forces beloved into an arranged marriage with someone else.	16	The beloved inspires the character to greater accomplishments. Improve one skill by one Rank.
2	[E-45%] Character's family forbids the romance.	17	The character has 1d4 children by the beloved. Roll for the occurrence of an unusual birth for each child on table 106a: Nature of Birth (do not add in any BiMods).
3	[E-45%] Beloved's family forbids the romance.	18	The beloved becomes the character's companion. Select details on 753 Companions.
4	[E-25%] The beloved's family sends the beloved away to live with distant relatives.	19	[E-100%] Character and the beloved end their romance, but remain good friends. Roll a d10. On a result of 10, the beloved becomes the character's companion. Select details on 753 Companions.
5	[E-25%] The character's family sends the character away to live with distant relatives.	20	[E-100%] Character and the beloved bitterly end their romance, becoming fierce rivals. Select additional details of the rivalry on 754 Rivals.
6	Roll two more times on this subtable.		
9	[E-75%] Character is unfaithful to the beloved.		
10	[E-75%] Beloved is unfaithful to the character.		
11	A tragedy afflicts the beloved. Select the tragic event on 624 Tragedies.		
12	[E-50%] Beloved is kidnapped (a lead-in for adventure?).		



641 In the Service of...

INFORMATION & INSTRUCTIONS

641a: Who Is the Patron?

641b: Scope of Influence

Lady Kaldey takes you past the guards who stand at the entrance to the palace and calls for her chamberlain. Within a few moments, the man arrives, accompanied by two lesser servants dressed in the Lady's livery.

"Parfirth," Lady Kaldey begins, "from this moment onwards, you will show this young woman every bit of respect which is due to me. I leave her in your care."

With that, Lady Kaldey departs, and you turn to face the chamberlain on your own. He looks over your ragged clothing for only a moment, then falls to one knee with a whispered, "My lady."

Use this section only if directed to do so.

Wealthy patrons, men and women—sometimes organizations—who expect service in exchange for their aid, often support, such people as artists, musicians, craftsmen and explorers. Patrons are a wonderful source of employment for adventurers.

Instructions: To gain a picture of the character's patron, questions must be answered. Who is the patron? Why does the character give it or him allegiance? What notable events have occurred during their relationship?

Start by rolling a d100 against table 641a: Who Is the patron? An individual patron will usually be 1d3 levels of Social Status above the character and always at least Well-to-Do. A group patron will appoint a lesser official as a liaison for the character. After determining the patron, roll a d10 and consult table 641b: Scope of Influence to determine the patron's level of power or influence.

Next, decide an appropriate reason for why the character was given patronage. Take into account the nature of the patron, whether the patron is a group or individual, and what skills the character may have to offer.

Finally, roll a d20 a total of d3 times against table 641c: Service Events to find out what happened during the patronage. Reroll duplicate results on this table.

Duration of Service: A character continues to remain allied to his patron to the present day unless an event on table 641c: Service Events terminates the patronage.

Role-play: How does the character feel about giving her allegiance to someone? Does the relationship benefit both the character and the patron? What kind of favors and services might the character provide for her patron? What kind of benefits are received in return?

d100	The Patron	38-43	Thieves Guild
1-2	Scientist	44-45	Healer
3	Scientific Society	46-47	Healer's Guild
4-8	Knight	48-51	Government Leader
9-13	Order of Knights	52-56	Ruling Council
14	Rebel Leader	57-66	Noble
15-16	Subversive Political Organization	67-71	Lesser Government Official
17-19	Mercenary Leader	72-76	Government
20-21	Band of Mercenaries	77-84	Spell Caster
22-23	Religious Official	85-88	Mage Guild
24-26	Religious Society	89-96	Merchant
27-28	Guard Captain	97-100	Trade Organization or Guild. Select the type of business it promotes on table 309a: Occupation.
29-32	Guards		
33-37	Master Thief		
d10	Scope of Influence	8-9	National. Patron has influence throughout the nation in which the patron is based.
1-3	Local. Patron has little influence outside immediate area of residence.	10	International. This patron is very powerful, with ties and influence that extend beyond national boundaries.
4-7	State/Province/Territory. The Patron may be known but has no power outside this area.		

641c: Service Events

d20	Service Event	
1-2	Character travels widely for patron, sees the world.	
3	Patron trains the character to 1d4 Ranks in sword use.	14
4-6	Patron provides formal education for the character. See table 309a: Occupation, entry #7.	15
7	Patron dies (organization is disbanded) under suspicious circumstances. Now someone is looking for the character.	
8	Patron has a rival who has threatened the character's life. Select rival from 754 Rivals.	16
9-10	The character leaves the patron's entourage after 1d6 years, leaving with a gift of fifty pieces of gold for each year of service completed.	17-18
11-12	Patron trains character as if he is in the military. Select a "branch of service" on table 632a: Type of Service, and select appropriate skills from 635 Military Skills.	19
13	Patron will do anything to achieve his/its goals, including order criminal acts. Select 1d3 crimes on 865 Crimes	20
		which the character is ordered to perform.
		Patron is outlawed. The land's secret police watch the character closely.
		There is a 35% chance that the character falls in love with the opposite-sex patron (or liaison); otherwise, the character falls in love with an opposite-sex ward of the patron. See 640 Ah, Love!
		Patron <i>decides</i> that the character is actually an enemy and drives the character away. Patron's agents now watch the character.
		Patron teaches character an occupation to 1d3 Ranks. Select occupation on table 313a: Civilized Occupations.
		Patron appoints the character to run a business which the patron owns. Select the business on table 313a: Civilized Occupations.
		Patron introduces character to several very influential people, the kind of people who often hire mercenaries and adventurers.



From here, return to the section that sent you here.

642 Exotic Events

You and Trog turn the last corner into the main market place of Harntillit City-State and bump into a fat, round-eyed noble and his retinue of hangers-on. The noble leaps back in alarm, then angrily opens Ms mouth to protest your clumsiness but, instead, suddenly falls to his knees in front of you, snatching up your hand and kissing it.

"Your Highness!" the noble cries. "You're here! You have no idea how long we've searched! Many have all but given you up for dead! Please, come with me to the palace. Your parents will be overjoyed!"

Trog jabs you in the ribs with an elbow, then whispers, "Psst... play along. This could be good!"

Use this section only if directed to do so.

Beyond the merely unusual, these events are the strangest of the strange things that can happen to a character, almost guaranteed to be life-changing events.

Instructions: Roll a d20 to select the unusual event. Record the event on the character's worksheet.

Role-play: The events detailed here may cause a character to question the nature of the

universe, asking things like, "Why do strange things like these happen?" "How can I correct the problem?" and "Will my friends ever believe this?" Although all significant events shape the lives of characters, any one of these events may be cause for quests and adventures, if only to explain why they happened or to change their outcome.

INFORMATION & INSTRUCTIONS

d20 Exotic Event

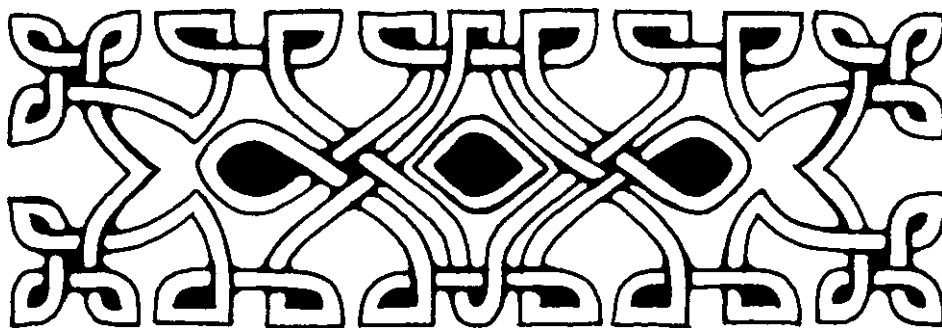
- 1 A deity asks the character to become its agent on earth, and the character accepts. The deity gives the character an unusual pet as a gift. Select the pet from 752 Unusual Pets and the deity from 756 Deities.
- 2 The character befriends an intelligent, non-humanoid monster. Select the type of monster on 749 Monsters.
- 3 The character stumbles into a magical portal and is transported to his current location, a land far away from where he was born. Select the Culture level of the new surroundings on from 102 Cultural Background. Any family or friends are left far behind, so treat a child or adolescent as if he was orphaned. This event makes the character a foreigner in the land in which he now dwells.
- 4 The character is plagued by incredibly detailed dreams—so detailed that the character actually learns skills from the people in his dreams, either by interaction or observation. The character learns 1d4 skills to Rank 1d3. These skills are free—no gold to exchange, no teacher to find, no points to sacrifice, etc. The character is beginning to suspect, however, that the dreams are REAL, and that his two worlds will one day collide.
- 5 The character discovers the ability to

- use a magical spell as if it was a natural skill. The GM should select the spell, one of minimal power and used at Rank 3 (average) capability.
- 6 The character survives a deadly encounter with a non-humanoid monster. Select the type of monster on 749 Monsters. Because of the encounter, the character learns tricks that give him a +2 Rank combat bonus against that type of monster each time it is encountered.
- 7 A cross-planar rift opens and the character is abducted by humanoids from the other plane. Moments later, the character reappears, but he has physically aged 1d10+10 years, has no memories of that lost time, and has not mentally aged even a minute.
- 8 While poking around in some abandoned, ruined place that others of his people avoid, the character comes across a hidden cache of ancient treasure. The value of this loot is enough to raise the character up one full Social Status level. Destitute or Poor characters will become Well-to-Do. Double the character's starting money (as would be gained from the new Social Status).
- 9 The followers of an unheard-of-god from another land followed omens that led them to the character. The omens indicate that the character is

642: Exotic Events

	to be the mate of an avatar (earthly incarnation) of their god. The character disagrees but is still harassed by the god's followers,		
10	A potent conjunction of the stars and planets occurs on the character's birthday. He is struck by a falling star which passes through his body like it was made of mist. The character feels different, as if something has been awakened from within. GM ONLY: refer to entry #642a on table 968: GM's Specials.		
11	The character befriends an Extremely Wealthy person. Roll d3 to determine the person's age: <ol style="list-style-type: none"> 1 Much, much older than the character. 2 About the same age as the <i>character</i>. 3 Much younger than the character [maybe a child]. 		
12	While near a river after a mighty storm has passed, the character discovers a waterlogged old chest, sealed with rusted chains and weighted with stones. Upon opening the chest, the character discovers the limp, be-draggled, and apparently drowned form of a young animal. The chest looks as if it has been underwater for years, but apparently the animal is only recently dead. Moments later, the creature's eyes open and it begins to calmly and casually clean and preen itself. The character has acquired an unusual pet. Select the pet on 752 Unusual Pets.	14	
13	Character is mistaken for the missing offspring of the ruler of the land and is taken to live in the ruler's household. Roll a d6. If the result is 6, the missing offspring is the ruler's heir. Initially, the character decides to maintain the <i>ruse</i> . Then, after 1d6 years something happens. Determine what happens by rolling a d6 on the subtable below. <ol style="list-style-type: none"> 1 The ruler is assassinated by rivals. The character is named heir apparent, but is under suspicion of killing the ruler. Also, the character is aware that the assassins may strike again! 2 The character is pledged in marriage to an unpleasant, older ruler of another land. Assume that the marriage is supposed to take place upon the character's reaching adulthood (or beginning his 	15	
		16	
			adventuring career).
		3	The missing offspring returns and reveals that the character is an imposter. The character flees but is hunted.
		4	The character is revealed as an imposter, accused of murdering the Noble's offspring, and thrown into the dungeons. Go to 865 Crimes to learn the punishment for murdering a Noble, then go to 638 Imprisoned to select the events that happen there. After 1d6 years, the Noble offspring returns and pardons the character (even if he has escaped from prison).
		5	The heir never really disappeared. The whole thing was a setup by the Nobles. The offspring was an only child and slowly went mad. In order to continue the dynasty, the ruler brought in the character to keep up the appearance of a competent heir until another child was born.
		6	Reroll twice on this subtable, ignoring results of 6. Combine the two results together in a logical manner.
		14	Return to the event table that sent the character here and roll 1d3+1 more events. These events all happen within a few days of each other and are all related in some mysterious way (best wishes and good luck to the GM on this one). Suggestions: They all foreshadow another, greater event that may need adventuring to solve; they involve the character and future friends and allies, bringing them together as children; or, they are the result of interference by someone else, such as a rival or even a meddling god!
		15	An evil, despotic ruler orders all persons of the character's gender, birthplace, and approximate age put to death. As far as the character knows, he is the only one to escape this heinous act.
		16	The character and another player character (or a notable or popular NPC in the GM's campaign) become acquainted with each other. Select an appropriate character, then roll a d10 on the subtable below to determine the details.

1-3	They become fast friends, companions forever.	18	acter to be a lycanthrope.
4	They are acquainted with each other, but never really develop a friendship.		In a dark alley at night, the character is attacked by thugs. Before they can take anything or cause more than a few bruises, they turn white with terror and run away. At this point, the character discovers that he has a guardian ghost, a wise, benign spirit who accompanies him, but can never be seen or heard by the character's friends. To develop the ghost as an NPC, go to 745 Others to determine what the ghost was in life. Then go to 107 Parents & NPCs to develop a bit of background for the ghost.
5-6	They become rivals. If both of the same gender, they compete for girl or boy-friends. They always seek the same goals.		
7-8	If of opposite genders, they become romantically involved with each other. On a d6 roll of 5-6 the romance continues until the present time. If of the same gender, reroll.	19	There is a terrible accident and the character is killed! However, the body returns to life with two resident souls—the character's and that of an ancient, alien being. The character automatically learns an additional occupation (select from table 313a: Civilized Occupations) and 1d3 unusual skills—one at Rank 7 ability, the others as indicated by the 866 Unusual Skills.
9	One saves the other's life. Roll for Hi/Lo. Hi=this character saves the other's life. Lo=other character saves this character's life. Roll a d8 on this subtable to determine their relationship thereafter.		The other spirit was awakened for a purpose, one that it keeps secret from the character's mind. There are occasional fights for control of the body.
10	They attend the same school or are apprenticed together. Roll a d8 on this subtable to determine their relationship thereafter.	20	A strange woman gives the character an ornate box sealed with wax and hoarsely whispers "It's up to you now, keep it safe, keep it from ... them." It is not until the woman drops dead at the character's feet that the dagger in her back becomes obvious. GM ONLY: refer to entry #642b on table 968: GM's Specials.
17	A vicious animal attacks the character on a moonlit night. Friends drive the beast off, but the character finds that he is cursed with lycanthropy, to become a similar beast under the full moon. The GM will select the type of beast the character becomes. Treat this as a nasty curse. Under no circumstances should it benefit the char-		



From here, return to the section that sent you here.

643 Death Situations

Unfortunately, your hearty greeting of your long-lost friend spooks the lead horse of the carriage she arrived on. The entire team bolts, charging forward and, again unfortunately, trampling the noble who disembarked just before your friend. An old woman quickly kneels down by the noble to offer assistance, but she is too late.

'He's dead!' the woman wails. 'Lord Osrasm's dead!' Then, turning to face you, she continues, 'You're the one! You killed him!'

Lord Osrasm's stunned guards reach out to seize you ____

Use this section only if directed to do so.

INFORMATION & INSTRUCTIONS

Occasionally a character or an important person in the character's life will cause the death of another person or a person important to the character will die an untimely death. This table provides a cause of death.

Instructions: When this table is called for, roll a d20 to determine Cause of Death. Then roll a d10 to determine responsibility. On a d10 result of 10, the character is linked with the death in some unfavorable manner. The use of

the term, "Someone" in the descriptions below refers to the causer of the death, whether it is the character or some other person.

Role-play: Responsibility for a death and the guilt associated with it can haunt a character forever, changing attitudes about death and relationships. Even if wrongly accused of causing a death, the character can spend the rest of his life proving otherwise—and still not succeed.

643: Causes of Death

d20	Cause of Death	
1	Victim died accidentally (fell from a ladder, was run over by a cart, fell off a horse, etc.). No one is really to blame (unless it was an arranged accident). However, it is possible that people think the character is responsible.	8 Victim was killed in self-defense.
		9 Victim was driven to suicide by someone's actions.
		10 Victim was driven insane by someone's actions, then went away and died of disease and maltreatment.
2	Premeditated, violent murder. Someone wanted the victim dead and took personal, violent action to ensure that death occurred. You or the GM will need to create the specific situation surrounding the death, including method and motive.	11 Victim dies of starvation. Roll a d6. On a result of 1-2, the victim dies due to circumstances initiated by someone (e.g., someone caused a crop to fail, which beggared the family, which caused them to have no money for food, which led to the starvation). On a result of 3-6, someone who knew of the situation deliberately withheld food from the victim.
3	Victim was killed in a fit of blind passion. It's still murder, but the killing may be defensible.	12 The deceased sacrificed his life. Roll a d6 on the subtable below to determine the reason:
4	Assassination. Professionals were hired to perform the act. Again, a motive will be necessary.	1-3 To save the character from death.
5	Victim died while dueling. A reason for the duel needs to be constructed (be creative!).	4-5 To save a relative whose life was endangered by someone's actions.
6	Victim poisoned. This is not necessarily murder. Roll a d10. On a result of 5 or more, it occurred accidentally (see item #1 above).	6 To save some other person whose life was endangered by someone's actions. Go to 745 Others to determine who was saved.
7	Victim was killed during the commission of a crime. Roll a d10. If the roll is less than 5, the victim was committing a crime when killed. If 5 or greater, someone was committing a crime when they killed the victim. Go to 864 Crimes to determine the nature of the crime committed.	13 Victim is thrown into prison because of someone's actions and later dies there. Roll a d6. On a result of 3 or less, the victim committed a crime

	against someone and was justly imprisoned. On a roll of 4-5, the victim was unjustly imprisoned. If the result is a 6, the victim was imprisoned in place of someone else.	18	actual cause of death. The victim's spirit cannot rest and haunts the person responsible for the death. Some form of atonement may be possible which will remove the ghost (at the GM's discretion). Roll again on this table to determine the actual cause of death.
14	Victim was tortured to death by someone.		
15	Victim is sold into slavery by someone (or because of his actions) and dies while enslaved.	19	The person allegedly responsible for the death is hated and reviled by all who hear of it. Roll again on this table to determine the actual cause of death.
16	Victim dies of a disease caught from someone. Roll a d6. On a result of 6, the contagious person is stigmatized as a plague bearer.	20	Upon death, the victim curses the person believed responsible. Go to table 862a: Curses and roll once (or as indicated) for the curse. Roll again on this table to determine the actual cause of death.
17	Several friends of the victim actively seek the death of the killer. Treat them as 1d4+1 Deadly or even Obsessive Rivals (see 754 Rivals). Roll again on this table to determine the		



From here, return to the section that sent you here.

644 Death of a Loved One

Again something catches your attention just at the edge of your vision, and you kick your steed into a faster run over the midnight darkness of Dead Man's Moor. Each time the fleeting image has appeared to you it has been larger, somehow closer, bringing with it disturbing memories of the fortune teller's vague warning, "The dead seek you."

An icy wind unexpectedly freezes the hairs on the back of your neck and reverberates down your spine, as if the coldest of souls exhales at the base of your skull. Then a touch, feather-light but with the dead chill of bare metal, sets on your left shoulder, and a deep, moaning voice sounds in your ears.

"My child," the voice wails, "where is he who killed me? Where is he? On his marble throne while I rot in the ground? Why is my murder unavenged?"

"You, my only child . . . you must bear my sword... ."

Use this section only if directed to do so.

INFORMATION & INSTRUCTIONS

A loved one is anyone who the character cares for, a mother, father, guardian, brother, sister, mentor or romantic lover. A loved one's death can have a drastic effect on a character's life. There is the grief of loss, the possibility of receiving an inheritance or of being saddled with a financial burden, the chance that a surviving parent may remarry ... and stranger things.

Instructions: Tables which send the character here should already state who has died or instructed you to select the deceased. If the deceased was an adult, roll a d8 on table 644a: Inheritance to determine the character's inheritance, if any. Then roll a d20 on table 644b:

Other Events to select a significant event surrounding the death of the loved one. Follow directions given with the selected table entries, returning until all rolls on the table are completed.

Note: If a spouse of a parent or guardian survives, there is a 75% chance that the spouse retains possession of any property and most money from the partner's death.

Role-play: How does the character feel about losing a parent? How would you feel if (or when) it happened to you? Would the value of an inheritance in any way compensate for the loss?

644a: Inheritance

d8	Inheritance	condition selected by rolling a d6 on the following subtable:
1-3	The character receives 1d10 times his base starting money.	1 Character must first marry and produce an heir.
4	The loved one's estate is liquidated to pay off debts. Roll a d6. If the result is 6, the debts remain unpaid and the character is liable for 1d100 times his base starting money.	2 Character must change life-style (give up adventuring career, become a priest, etc.).
5	The character receives nothing. The loved one's last will and testament condemns the character's life-style.	3 Character must perform a task, mission, or quest described in the will (GM's discretion).
6	The character receives a map, a key and a strange gift. The three are somehow related (GM's discretion as to how they are related). Determine the gift on 858 Gifts & Legacies.	4 Character must devote life to championing the poor, the weak, and the down-trodden.
7	The character is heir to the loved one's estate and may assume control of any lands, money, properties, and possessions.	5 Character must perform an act of revenge.
8	As described for #7 above, but with a	6 Character must make amends for some real or perceived wrong.

d20 Event

1	Nothing unusual occurred.		relatives (selected on table 104d: Other Relations).
2-4	Roll twice more on this table.	12	The loved one's ghost appears to the character and demands that an injustice be righted.
5	Papers found in the loved one's home reveal a secret. Roll a d4 on the subtable below to learn the secret.	13	A journal found in the loved one's effects hints at the location of a lost treasure.
1	Loved one was secretly a Noble living in exile. Select the Noble title with 748 Nobles.	14	A mysterious stranger offers to buy any items inherited from the loved one for much more than they could possibly be worth.
2	Loved one was a powerful wizard.	15	A book found in the attic turns out to be a spell book and contains 1d20 spells of various levels of power.
3	Loved one was the illegitimate child of a former ruler.	16	A charismatic, but mysterious and obviously evil, stranger claims the deceased's estate for him or herself. The character is convinced that something is terribly wrong about this.
4	Loved one was not a human being, but a monster who could assume human form. Determine the type of monster on 749 Monsters.	17	If the character has living siblings, they fight over the loved one's personal belongings.
6	The character visits the loved one's grave only to find it open and empty. Roll d6. On a result of 6, d3 events from 626 Horror Events start happening.	18	The loved one was declared dead after disappearing years ago, but the loved one may still actually be alive.
7	Deceased's surviving spouse (if any) remarries within 1d4 years.	19	Upon dying, the parent collapsed and turned into a pile of melting snow. Apparently, a simulacrum had been substituted for the parent some time in the past.
8	Deceased's surviving spouse (if any) remarries immediately.	20	The loved one has been turned into an undead creature. Roll a d4 to determine the type of undead:
9	A close friend of the loved one confides in the character that he believes the loved one was murdered.	1	A vampire
10	Deceased's surviving spouse (or a close relative) blames the character for the loved one's death. Select the cause of death with 643 Death Situations.	2	A ghoul
11	When character tries to collect his inheritance, it has already been claimed by one of the loved one's	3	A ghost
		4	A barrow wight, wraith, or spectre

644b: Other Events

Contacts & Acquaintances

**Need a nonplayer character?
You've come to
the right place!**

Other beings are sometimes the most influential part of a character's history: they influence attitudes, change values, key events and even provide opportunities for future adventure. Most contacts and acquaintances will be little more than perhaps a face and an occupation or circumstance under which a meeting occurs. Choose a few, though, to develop more fully. Give them their own character histories, and—if you are a GM—make them recurring figures in your campaign. This will help make the player character's history "come alive."

For a random non-player character of unspecified origin that can appear under almost any normal circumstance, use 745 Others on page 127. This section can be useful for creating a random acquaintance on short notice during a campaign.

When a random group is called for rather than an individual, consult 746 Other Groups on page 129.

Sometimes, for whatever reason, a character's parents cannot care for him. When this happens, 747 Guardians on page 130 will show who did.

748 Nobles, beginning on page 131, provides extensive information on nobles of vari-

ous cultural levels.

On page 134, 749 Monsters will provide some of the more exotic encounters of a character's history.

Adventuring is not a new profession, and it is not the exclusive domain of player characters. When a character's history calls for him to meet one of these NPC adventurers, use table 750 Adventurers on page 135.

Do you need a quick nonhuman acquaintance? See 751 Nonhumans on page 136.

Almost anyone can have a dog as a companion, but how about a *telepathic* dog? See 752 Unusual Pets, beginning on page 137.

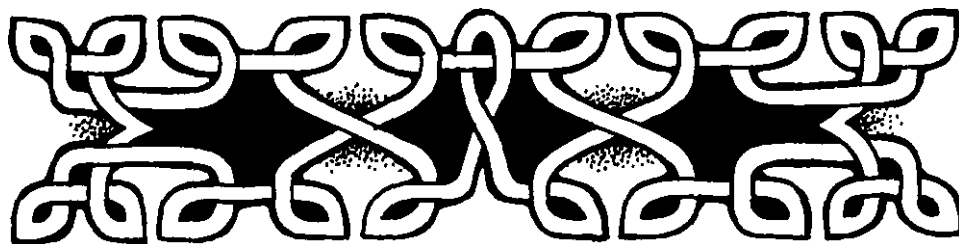
Everyone, even an adventurer, can use a friend. When one is called for, consult 753 Companions on page 139.

754 Rivals, beginning on page 141, will create a character's foil, perhaps even his arch-enemy.

While rivals cause trouble specifically for characters, villains cause trouble for just about everyone. See 755 Villains, beginning on page 143.

On page 145, 756 Deities creates just that.

757 Relatives provides the identities of random family members. See page 147.



"Hey, Bertran, over by the hearth I was just introduced to Salty's cook and the man who earns money by cleaning out filthy feed troughs all over town."

"Really? Which ones are they?"

"Don't you mean, 'Which one is he?'"

—Jharsvend the Thief and Bertran Stoneback

745 Others

After catching your eye, the strange little man charges across the crowded tavern floor and, showing amazing agility, leaps through the air and clasps his arms around your neck in a warm embrace before you can dodge out of the way. In spite of the man's friendly attitude, you are now absolutely positive that you have no idea who he is.

Use this section only if directed to do so.

This is a general listing of types of "Other" people encountered, people and creatures who may act as friends or foes, antagonists or allies. Many tables in this book require an identity for a foe, a victim, an instigator or a chance encounter. This table provides that identity, acting as a sort of "central clearing house" for other lists of persons.

Instructions: Roll a d10 and match the result against table 745: Others. This is either the general class of person or the specific person that has been met. Some entries require

additional rolls on another table. Roll Hi/Lo for the person's sex if necessary. Hi=female, Lo=male. To add more details to these "Others," refer to the section on NPCs beginning on page 176 and/or section 107 Parents & NPCs.

Role-play: Throughout life, the character will interact with other persons. Imagine the character's reaction to this person within the context of the event in which he appears. Imagine the other person's reaction to the character. Does the encounter have a good outcome, or does it generate ill feelings?

INFORMATION & INSTRUCTIONS

d10 Other Person

1 Friends and Family. These are people with whom the character is familiar. Roll a d6 on the subtable below:

- 1 A close friend, or possibly a Companion (see 753 Companions). The GM should decide who this will be.
- 2 A relative. Select with 757 Relatives.
- 3 The character's lover. Reroll if the character currently has no lover or spouse.
- 4 A coworker. Someone who works with the character.
- 5 A neighbor. This is someone who lives nearby. The GM should decide who this will be.
- 6 A mentor. A wise person who guides the character.

2 Known Folks. These are persons who the character knows, though they may not be close friends. Roll a d6 on the subtable below:

- 1 A rival. Select from 754 Rivals.
- 2 A family friend, probably a friend of the character's parents.
- 3 Employer. Character's current employer (if any).
- 4 A clergyman.
- 5 Old friend. This is someone who the character has not seen for a number of years.
- 6 A fellow member. Most folks are "belongers." They

join clubs, churches or temples, secret societies and social groups. This person is a member of a group to which the character might also belong. See 746 Other Groups.


3 Unusual People. These are strangers, unknown to the character. Roll a d6 on the subtable below:

- 1 A criminal. Select type on 865 Crimes.
- 2 A professional adventurer. Perhaps this person directs the character towards his profession.
- 3 A retired villain. Once a name to be feared, he now lives in retirement. Select details on 755 Villains.
- 4 A retired adventurer. This is someone who once traveled the land seeking adventure but now lives a peaceful old age. The retired adventurer tells some fascinating and perhaps extremely useful stories.
- 5 A noble. Select title on 748 Nobles.
- 6 An outcast. A street person, beggar, bum, hobo, hermit, leper, or prostitute.

4 Really Unusual People. These are very unusual Others. Roll a d6 on the subtable below to determine more details:

- 1 A villain. This is an active

745: Others

- 

From here, return to the section that sent you here.

746 Other Groups

You slow the wagon to examine the wreckage in the ditch at the side of the road. Apparently, another wagon lost control on this sharp turn and tumbled into the mangled heap you see below. There do not appear to be any people down there, but an open chest catches the sun in a most intriguing manner....

You reach the bottom of the ditch, and as you suspected, discover that a few silver coins spill from the chest out onto the ground—but only a few.

A noise from up above causes you to look back towards your wagon, and you see perhaps a dozen armed men beginning to rifle through your belongings and toss sacks and chests out onto the road. A pair of the men lift crossbows in your direction. "Stand and deliver," one laughs....

Use this section only if directed to do so.

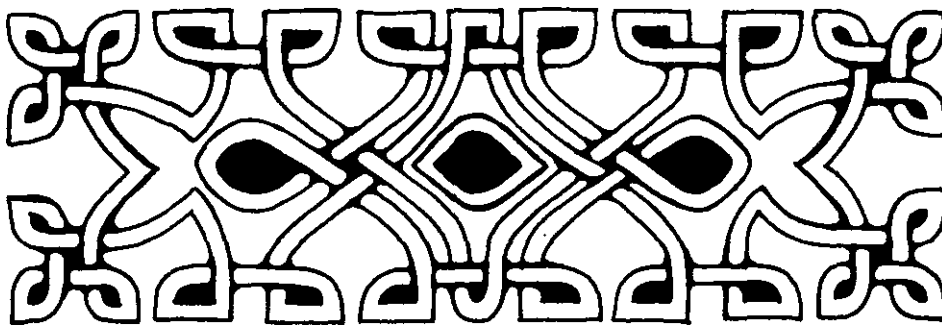
These are groups, not individual NPCs, though you may want to determine individual characteristics for a leader or a spokesperson.

Instructions: Roll a d20 and match the result against table 746: Other Groups.

INFORMATION & INSTRUCTIONS

d20	Other Group		
1	Troop of entertainers. Actors, musicians, etc.	12	Soldiers.
2	Refugees. Victims of war, famine, pestilence, political persecution, etc.	13	Young nobles. Out for a good time, either partying or exploiting the persons—perhaps both. They think that they are above the law, and maybe they are.
3	Pilgrims. Pious folks on their way to a holy site. They may be devout fanatics, or little more than tourists.	14	Farmers or peasants. Normal folk going to or from a town, market or fair.
4	Tourists. Visitors from afar, here to see the sights.	15	Raiders. Just stopping by to loot, pillage and plunder.
5	Migrant workers. Bands of unskilled laborers, craftsmen, and possibly their families travelling to find work.	16	Strange wandering folk. Mysterious. They come and go in the night.
6	Urchins. A group of kids.	17	Merchants. Buying, selling and transporting goods.
7	Rowdy mercenaries. Violence just looking for an excuse to happen.	18	Herders and beasts. Shepherds and their sheep or cowherds and their cows, etc.
8	Bandits. Stand and deliver!	19	Guard patrol. Out and about to keep the peace.
9	Cultists. Members of a secret religious organization.	20	Roll twice more on this table and combine the results in some reasonable fashion.
10	Roving youth gang. Young toughs looking for trouble. These are not good kids.		
11	Vigilante gang. Well-meaning citizens out looking for troublemakers.		

746: Other Groups



From here, return to the section that sent you here.

747 Guardians

"I remember the day well," the old woman begins, lowering her head and folding herself into a chair nearly as weathered as her own old frame, "the day when they brought you to me.... They told me that your parents had both passed on, that you had no other relatives, that you were at the mercy of the city. Of course I took you in and treated you like one of my own.

"But if I had known that your parents were executed for treason.... Well, done is done, and now I'm happy to have you."

Use this section only if directed to do so.

INFORMATION & INSTRUCTIONS

When a child's parents die or disappear, someone must become responsible for his upbringing. This person, persons, creature, or creatures become the character's guardians. In many respects, the guardians take over the function of parents.

Instructions: Roll a d20 and match the result against the table to find the character's guardian. From now on, when an event calls for something to happen to a parent, it happens to the guardian instead. If the player so desires,

the guardian's background can be developed further. Refer to 107 Parents & NPCs for details.

Role-play: The loss of one's parents is a tragedy that affects the rest of a character's life. However, the role of the parent may be replaced (to some extent) by others who either willingly or unwillingly take up the responsibility of raising the character to adulthood. A guardian might merely provide for the character's physical needs, or become a loving replacement for lost parents.

747: Guardians

d20	Guardian		cable survival skills.
1-5	A relative. Select the relative with 757 Relatives (rerolling results of "86-100 Parent").	14	Character is raised by beggars, thieves and outcasts. Add 1d4 Ranks to Urban Survival skills. Drop Social Status to Destitute.
6-7	Character is raised in an orphanage with dozens, even hundreds of other children.	15	Character is raised by a criminal. Select the criminal type on 865 Crimes, then go to 631 Underworld Events to find criminal events that occur.
8	Character is raised by some other person(s). Select the guardian from 745 Others.	16	Character is passed from relative to relative until reaching the age of majority.
9	Character is raised by nonhumans. Select the nonhuman race on 751 Nonhumans.	17	Character is raised by an adventurer. Determine more details on 750 Adventurers.
10	Character is adopted by another family. Beginning with 104 Birth and Family, create this family just as you would the character's birth family.	18	Character mysteriously disappears for 1d10 years, returning older, but cannot remember what happened during that time. GM ONLY: refer to entry #747 on table 968: GM's Specials.
11	Character is raised by monsters. Select the general monster type on 749 Monsters.	19	Character is raised by beasts in the wild (wolves, tigers, bears, or the like.)
12	Raised by priests or nuns in a monastery or convent. Go to 639 Religious Experience to determine 1d3 events that occur because of this background.	20	Roll twice more on this table and combine the two guardian types together in an imaginative way.
13	Character has no guardian and fends for himself. Add 1d6 Ranks to appli-		

From here, return to the section that sent you here.

The tavern door bursts open and a tall, wiry woman dressed in livery enters and belts out in a surprisingly strong voice, "Prepare this room for the entry of Count Corlaw, Commander of the Western Uplands!" The woman then departs.

After she leaves, everyone goes back about their business.

Use this section only if directed to do so.

The peerage of the realm usually have a specific rank or title. The ones provided here are representative of the Culture Levels in Central Casting. Use the title in your world that most closely corresponds to the selected rank of nobility.

Instructions: To determine the title possessed by an NPC noble, roll a d100 and match the result against the column corresponding to the NPCs Culture on table 748a: Noble Notes. If the GM is creating an NPC whose Culture Level has not been previously determined, select the Culture Level with 102 Cultural Background. If the character's gender has not been determined, roll Hi/Lo. Hi=female. Lo=male.

For player characters, go to 103 Social Status and reroll the character's Social Status, adding both the character's TiMod (see below) and CuMod to the roll. Remember, Nobles automatically add 5 to their SolMod.

Titles: The Noble titles are primarily given in terms of western European and British peerage along with a number of tribal-type leadership titles, and they are listed (top to bottom) in a rough hierarchy of most to least importance. Obviously, titles may have to be adapted to match your chosen milieu.

TiMod: Each title has an associated Title Modifier (TiMod) to add to the character's die roll (and CuMod) when rerolling Social Status on table 103. Before rerolling, however, roll a d100. If the result is 95 or greater, do not add the TiMod when rerolling Social Status. Note also that some TiMods are created by rolling dice.

Special Titles: Many nobles have special titles affixed to their names, honorifics that have been bestowed upon them by their liege lords or gained by conquering new territories. If a type of die is shown in this column, roll it to obtain the number of special titles that the Noble character possesses. If a percentage is shown, this is the chance that the character has a single special title. Select special titles in three parts: part one on table 748b, part two on table 748c, and part three on table 748d. For example, rolls of 11, 16 and 11 yield "Keeper of the Northern Marches." Rolls of 19, 4 and 8 yield "Warden of the Heath."

Land Holdings: Nobles are landowners. The percentage shown in this column is the chance that a Noble possesses personal lands

and estates. A roll of 98-00, though, indicates that the Noble's lands have been taken away and that the Noble's family is in exile, in disfavor with the rulers of their land.

Land Size: Roll the indicated dice. This is the number of square miles of land possessed by the Noble or deeded to him by his liege lord.

Role-play: Nobles exist and live by the works of others, having social value only when they coordinate, represent and protect those who do work. The justification of Nobility in a fantasy setting is often based on the assumption that the gods have chosen a select few to lead the people. The continuance of Nobility is based upon the facts that "them what has, gets more" and "might makes right."

Primitive Nobles are leaders who normally share the burdens and risks of their followers. Nomadic Nobles are more accessible than those in other cultures, but because they demand much of themselves, they expect more of their followers. Barbarian Nobles are often elected or appointed. Many hold titles because of merit and service to their liege. Civilized Nobles received titles through the luck of birth. They pay others to perform their duties and often spend their time at dalliance and leisure.

Game-play Benefits: Unless it has already been determined that a character's parents have died, a player character of Noble Social Status will begin as the child of an NPC Noble and will have no actual title himself (other than, possibly, something like prince).

Due to their assumed importance to the scheme of things, Nobles may add 1d4 points to their Charisma attribute so long as it is publicly known that they are a Noble.

A Noble will usually have guards or other retainers with him at all times. The number will be in proportion to the NPCs relative importance. At the GM's discretion, a Noble player character may be able to command loyal retainers to follow him.

A Civilized Noble will have 1d4 hobbies in place of an occupation. Select these hobbies from 318 Hobbies.

GMing Note: Players character Nobles who insist on being public figures should be subjected to unwanted attention much the same as a celebrity or popular political figure might be in our own society.

INFORMATION & INSTRUCTIONS

Possible Titles

Emperor or Empress: Rules over other kings and queens.

High King or High Queen: Rules over lesser kings and queens, perhaps an elected position. Common in Barbarian Cultures.

King or Queen: Ruler who is the supreme authority in his or her land. A king normally owes fealty to no other.

Kahn: Powerful nomad. Rules a great tribe or tribal federation.

Archduke or Archduchess: Possibly next in line for the throne, often a sibling of a king or queen.

Prince Royal or Princess Royal: Legitimate child of the ruler of the land. A Crown Prince or Princess will assume the throne.

Duke or Duchess: Rules over one or more marquises.

Marquis or Marquese: Rules over one or more viscounts.

Chieftain: Tribal leader, usually leads a

single tribe.

Viscount or Viscountess: Rules over one or more counts.

Jarl or Eorl: Barbarian equivalent of a marquis, count or baron. May be hereditary, but often appointed.

Subchieftain: A tribal chieftain's lieutenant.

Count, Earl or Countess: Rules over barons.

Baron or Baroness: Rules a barony, smallest sized fiefdom.

Baronet or Baroness: Below a baron, given to commoners.

Prince or Princess: Child of a Noble. Also may be the ruler of a Principality (equivalent to king or queen).

Knight ("Sir" or "Lady"): An earned title which cannot be inherited. Usually granted by a king.

Hetman or Hetwoman: A village leader.

748a: Noble Notes

Culture Level (d100)				Title	TiMod	Special Titles	Land Holdings	Land Size
Prim.	Nomad	Barb.	Civil.					
—	—	—	01	Emperor	+60	1d4+3	100%	1d20x10
01	—	01-02	—	High King	+5d10	1d6	85%	1d20x5
—	—	03-15	02-05	King	+39	1d4+1	100%	1d10x10
—	01-10	—	—	Kahn	+5d8	1d6	30%	1d10x5
—	—	16-25	06-15	Prince (royal)	+4d10	1d4	70%	1d20x5
—	—	—	16-20	Archduke	+4d10	1d3+1	75%	1d10x5
—	—	—	21-25	Duke	+4d8	1d3	85%	1d10x5
—	—	—	26-35	Marquis	+3d10	1d2	60%	1d20+12
02-30	11-40	26-45	—	Chieftain	+3d6	—	40%	2d6+8
—	—	—	36-50	Viscount	+3d8	—	50%	1d20+10
—	—	46-60	—	Jarl	+3d6	—	70%	1d6+4
31-00	41-80	61-70	—	Subchieftain	+2d6	—	30%	1d8
—	—	—	51-60	Count (Earl)	+3d6	90%	40%	1d20+4
—	—	71-75	61-75	Baron	+2d10	75%	60%	1d10+4
—	—	—	76-78	Baronet (Lord)	+2d8	50%	30%	1d10
—	—	76-80	79-90	Prince †	special†	—	special†	special†
—	—	—	91-00	Knight (Sir)	+2d6	35%	60%	1d4
—	81-00	81-00	—	Hetman	+1d6	—	85%	1d4

† Roll a d100. If the result is less than 21, the prince(ss) rules a principality and is treated as an archduke (or archduchess). Otherwise, the prince(ss) is a Noble's child with 1d10x10% of the parent's TiMod. Any lands or estates are part of the parent's holdings.

748b: Special Title Position of Merit

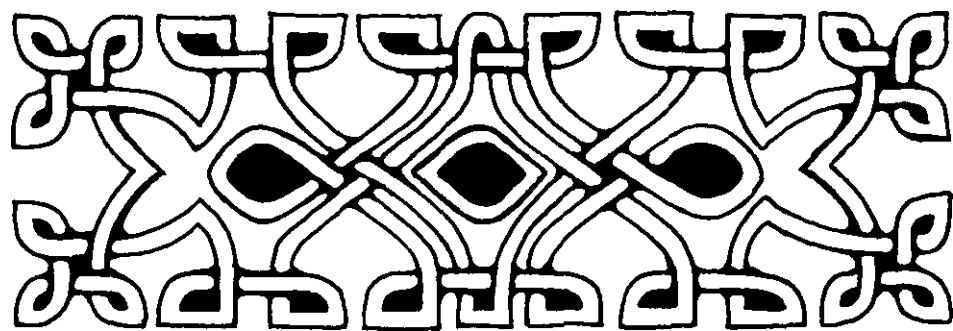
d20	Special Title Position		
1	Commander of the	11	Keeper of the
2	Custodian of the	12	Preserver of the
3	Grim Sentinel of the	13	Marshal of the
4	High Champion of the	14	Ranger of the
5	Honored Defender of the	15	Regent of the
6	Iron Tower of the	16	Retaliator of the
7	Lord Protector of the	17	Swordmaster of the
8	Liberator of the	18	Vindicator of the
9	Lord Governor of the	19	Warden of the
10	Lord Guardian of the	20	Watchwarder of the

d20	Special Title Location Locator		
1-10	(No Location Locator—continue with table 748d.)	15	Seaward
		16	Northern
11	Highland	17	Eastern
12	Lowland	18	Southern
13	Upper	19	Western
14	Lower	20	Frozen

748c: Special Title Location Locator

d20	Special Title Location		
1	Coasts	11	Marches
2	Creation	12	Moors
3	Domain	13	Mountains
4	Downs	14	Pale
5	Fens	15	Reaches
6	Forests	16	Shire
7	Garth	17	Steppe
8	Heath	18	Uplands
9	Hills	19	Wastes
10	Isles	20	Waves

748d: Special Title Location



749 Monsters

A great scaly head rises from the fiery depths of the newly-opened rift, blinking its eyes and flicking an immense forked tongue in and out to test the air above the surface of the earth. Giant teeth, some more than two hands long, border the tongue like the prongs of a portcullis. When the beast turns towards your hiding spot, its mouth seems to curl in a wicked smile and it inhales loudly, filling the giant bladders beneath its jaw in preparation for a monstrous exhalation of flame....

Use this section only if directed to do so.

INFORMATION & INSTRUCTIONS

Monsters are those creatures, intelligent or not, who often oppose adventuring heroes. Sometimes encounters with creatures occur before adventuring careers begin.

Instructions: There are two ways to proceed here. You may either use the table below or use your own random monster tables, specific to the game being played. To use (his table, roll a d20 and match the result against the table. The table gives only the general category of monster types. It is up to the GM to choose a

specific type of monster from the rolled category.

Role-play: Monsters are usually the enemy. However, if you think of them as characters, they can be as interesting as any human, dwarf or elf. When playing the part of a monster, imagine how the monster became the way that it is. What motivates it? Would it be possible for this creature to deal with humans as equals?

749: Monster Types

d20	Monster Type		
1	Evil humanoids, such as orcs, trolls, goblins, etc.	12	Faeries, such as pixies, sprites, and brownies.
2	Icky blobs, globs, slimes or jellies.	13	Reptilian or batrachian humanoids (lizardmen, snakemen, dragon men, even frog men).
3	Dragons (in all your favorite colors).	14	Elemental beings (earth, air, fire, water, etc.)
4	Mythological or heraldic beasts, such as unicorns, griffins, hippogriffs, pegasi, the phoenix, sphinxes, hydrae, rocs, etc.	15	Horrors from beyond, alien to all known life.
5	Undead, such as vampires, zombies, wights, wraiths, spectres, skeletons, mummies, ghosts, and ghouls.	16	Evil elves, dwarves or humans.
6	Part-beast and part-human, such as minotaurs, manticores, centaurs, and goatmen.	17	Terrible plants, such as carnivorous trees, creeping vines, deadly flowers, poisonous fungus, etc.
7	Lycanthropes, such as werewolves and werebears.	18	Living statues or golems.
8	Giants.	19	A Horde: hundreds, thousands or millions of small beasts (mice, rats, cats, dogs, birds, bats, insects, fish, spiders, frogs, etc.) acting as one.
9	Creatures of great evil, such as demons and devils.	20	GM ONLY: Roll Hi/Lo. Hi=See entry #749a on table 968: GM's Specials.
10	Giant animals or birds.		Lo=See entry #749b on table 968: GM's Specials.
11	Sea monsters.		



From here, return to (he section that sent you here).

The barkeep returns from the back room, not dressed in his ale-stained tunic and worn leather cap but covered from head to toe in glittering chain mail and only somewhat moth-eaten scarlet finery. A long sword rests at his side and a water-damaged horn bow pins the cloak to his back.

"Your task sounded so interesting that I decided to come out of retirement," he explains.

Use this section only if directed to do so.

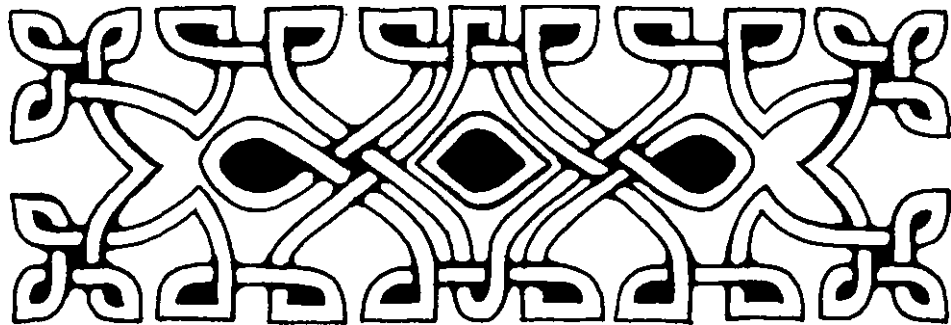
Player characters are not the only seekers after riches and adventure. Others follow or have followed the same path. The people on this table represent general classes of adventurers, focusing on their primary talents, those for which they have become best known.

Instructions: Roll a d20 and match the result on table 750a: Adventurer's Profession

for the type of adventurer. For NPCs, roll a second d20 and match the result against table 750b: Adventurer's Prowess to find the adventurer's skill or fame at his profession. If your gaming world does not allow a selected type of adventurer, reroll to get one that works. If the adventurer's gender has not been determined, roll for Hi/Lo. Hi=female. Lo=male.

d20	Profession		
1-2	Wizard—One skilled in the arcane arts. Also a magic-user, adept, sorcerer, illusionist, witch, warlock or mage.	16	Druid—A priest of nature.
		17	Shaman—A priest of spirits.
		18	Bard—A wandering minstrel (and more!)
3-6	Priest—A holy man or woman, a clergyman, cleric, or healer.	19	Martial Arts Monk—A priest of a religion that teaches unarmed self-defense.
7-11	Warrior—A fighting man, cavalier, paladin, knight, archer or man-at-arms.	20	A Nonhuman adventurer. Select the species of adventurer on 751 Nonhumans. Then roll again on this table to determine the profession, ignoring rolls above 19. Reroll if not compatible.
12-13	Thief—A rogue, a burglar, robber, or second-storyman.		
14-15	Ranger—A woodland warrior, a tracker, a scout.		

d20	Prowess		
1-5	A Rank Beginner. Adventuring skills usually do not exceed Rank 3.		skills are often Rank 6 or better. Not someone to cross casually.
6-14	A Skilled Veteran. Adventuring skills are usually Rank 4 to 5.	20	A Grand-Master of the Profession, quite possibly renowned throughout the world. Skills are at least Rank 8. They may even be Mythical (Rank 11+).
15-19	A Locally Famous Hero. Adventuring		



From here, return to the section that sent you here.

750 Adventurers

INFORMATION & INSTRUCTIONS

750a: Adventurer's Profession

750b: Adventurer's Prowess

751 Nonhumans

Emissaries from all over the land stand in the great hall of the Queen, ready to greet Her Majesty when she arrives home from her tour of the Secluded Isles. Elves from the high country stand in one corner, clothed in their woodland garb. Orcs, wearing roughly formed metal armor, occupy the room's opposite corner. Dwarves linger near the entry way, and even the Halflings have sent a small group of officials, though it is often hard to find them in the crowded hall.

Use this section only if directed to do so.

INFORMATION & INSTRUCTIONS

This is a selection of the various sentient, nonhuman, humanoid, character races that commonly appear in many fantasy role-play games.

Instructions: Roll a d20 and match the results against the table below. Refer to 101 Character Race for additional role-play guidelines for each particular species.

Role-play: Nonhumans are just that, not

human. Like humans, they have their own motivations, but these will be colored and skewed by their "alien" upbringing. Imagine how one of these beings would react when encountering the character. Would their racial heritage cause them to be instant friends, rivals, enemies, or merely suspicious of each other? Consider these things before playing a nonhuman like just another human.

751: Nonhumans

d20	Nonhuman		
1-4	Elf	16	Beastman
5-8	Dwarf	17	Reptileman
9-11	Halfling	18	Orc
12-15	Half-elf/Half-human	19-20	Half-orc/Half-human



From here, return to the section that sent you here.

752 Unusual Pets

From somewhere in the darkness of the rat-infested barn a tiny voice calls your name. You throw the barn doors open as wide as possible to let in more of the bright moonlight, but nothing remarkable stands out in the silvery glow....

Even after tossing about the pile of moldy hay and searching every abandoned livestock stall you find nobody responsible for the voice that incessantly calls your name.

Finally turning to leave, you hear the voice once again, "Where do you think you're going? First you don't answer to your own name, and then you rudely walk out without speaking? Perhaps I've chosen the wrong person."

You spin around for one last look and finally you notice—a lone rat sits on a rafter high above you, staring straight at you and tapping its claws impatiently.

Use this section only if directed to do so.

At some point in his life, the character has obtained an unusual pet. This pet has above-average intelligence for an animal, but unless specified otherwise the pet looks like its more common brethren. Most such pets will be unusually long-lived, possibly even immortal.

Instructions: Roll a d20 for the type of pet on table 752a: Unusual Pets. Then roll a d3 to determine the number of special abilities this pet has. (There is a 25% chance that the

character is unaware of these abilities.) Finally, determine the special pet abilities on table 752b. Reroll duplicates.

Role-play: The pet is the character's constant companion and would probably rather die than be separated from its master. To role-play the pet, think of that special pet you may have once had, the one that followed you everywhere.

INFORMATION & INSTRUCTIONS

d20	Pet
1-2	Dog
3-4	Cat
5	Rabbit
6	Lizard
7	Monkey
8	Raccoon
9	Rat or mouse
10	Snake
11	Hawk
12	Uncommon rodent (Gopher, etc.)
13	Ferret
14	Songbird
15	Fish*

16	Puppy
17	A mini-dragon
18	A big cat (lion, tiger, etc.)
19	A bear
20	Something alien

* Roll a d6. On a roll of 5-6, the fish can survive out of water indefinitely. Otherwise, on a roll of 1-4, the character must construct and care for a tank, bowl, etc. in which to transport the fish or be resigned to only visiting the pet at the body of water in which it was first discovered.

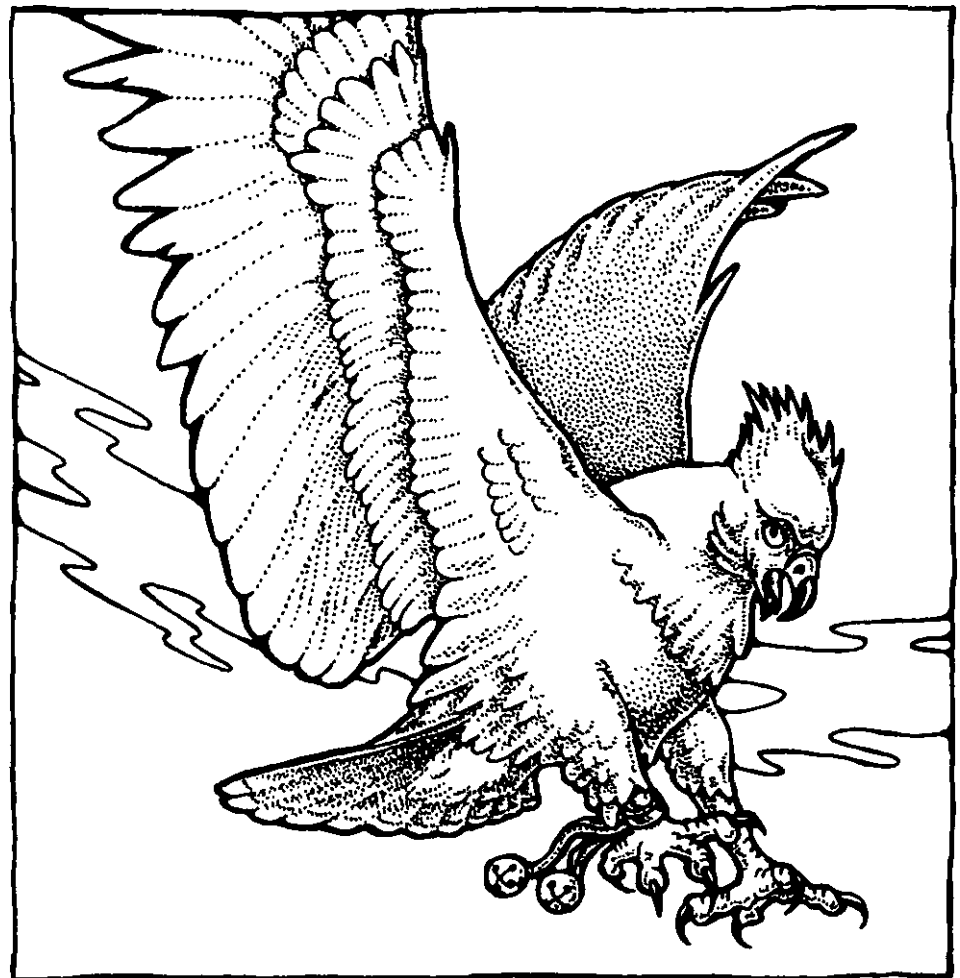
752a: Unusual Pets

d20	Special Pet Ability
1	Pet has wings (or extra powerful wings)
2	Very Intelligent—better than average human sentience. There is a 60% chance of it being able to speak an understandable language.
3	Telepathic. Can communicate by mental speech.
4	Unusually colored. Go to 859 Colors.
5	Pet is made of some substance other than flesh and blood. Roll a d10 on

the following subtable:	
1-2	Stone (granite, marble, etc.)
3-4	Wood
5	Precious metal with gems for eyes.
6	Cloth (a "stuffed animal")
7	Precious stone (gemstone)
8	Iron
9	Bronze
10	Roll twice more on this table. Reroll duplicates below 10.

752b: Special Pet Abilities

6	Pet has a unique physical trait. Go to table 862d: Unique Physical Traits and roll a trait appropriate for this species.		Ability attribute points each day to keep the pet alive. (This is meant as a minor burden, equivalent to the casting of a minor spell. Adapt it for your game system as necessary.)
7	Pet can use magic spells.		
8	Pet is naturally invisible to all but owner. This will probably lead people to believe that the pet is imaginary.	14	Acts as a magical battery for master, supplying magical power.
9	Pet regenerates damage done to it.	15	Pet's life energy (hit points or damage it can take) are added to the character's own as long as the pet lives.
10	When killed, pet's spirit possesses nearest animal, transferring all its unusual powers or features. However, in new form it is free to adopt a new owner (which it will do 35% of the time).	16	Can inflict minor but significant damage against enemies by breathing fire.
		17	Can increase its size and strength 1d10 times their normal value, once each day for 1d6 hours.
11	Pet has unusual size. Roll a d6 for Hi/Lo. Hi=pet is unusually large for its species (even gigantic). Lo=pet is unusually small, a miniature animal.	18	Can provide its master with 1d6 gold coins per day.
		19	Can disincorporate into mist at will.
12	Once per day, the pet may temporarily assume an attractive human form (for 1d6 hours).	20	Roll 1d3 additional times on this table. A duplicate roll doubles the effectiveness of a duplicated feature. The pet <i>may not</i> have more than four special abilities.
13	The character must expend 1d4 Magic		



From here, return to the section that sent you here.

753 Companions

In spite of your blatant attempts to get away from him, the kid continues to follow you around town and try to be helpful. He offers to carry a bag or two for you, to clear people out of your way, to shine your armor for you when you decide to take it off, even to chip the mud out of your boots when you sit down for a moment.

Dreig laughs at your plight and refuses to lift a finger against the child. "Hey," he says, "you saved his life. Now he's your problem to deal with."

Use this section only if directed to do so.

This is the hero's companion, his trusted right hand man, the faithful sidekick who has joined the character on his adventures. The companion may be a bumbler, a whiner, a bit of comic relief, or a serious hero with his own destiny to fulfill. The character himself may actually be the companion's faithful sidekick.

Instructions: To develop a picture of the character's companion, questions must be answered. Who is the companion? Why has he joined up with the character? What are the companion's feelings toward the character? What does the companion seek to accomplish?

Roll a d10 and consult table 753a: Who? to determine who the companion happens to be. If the gender is not predetermined, roll a d6. A result of 1-4=same sex as the character.

5-6=opposite sex than character.

Next, roll 1d10 and consult table 753b: Why? to get the reason why the companion accompanies the character. Then roll a d10 and consult table 753c: What Kind of Companion to learn the companion's outlook on life. Finally, give the companion a name, develop him as an NPC with 107 Parents & NPC's and round out his background.

Role-play: A companion can either be an NPC or another player. He should not be just "cannon fodder." Give the companion personal goals that he can work out during adventuring. It may be that once those goals are accomplished the companion will part company with the character to seek his own ultimate destiny.

INFORMATION & INSTRUCTIONS

d10	Who?		
1	A childhood friend.	7	est age for adolescence.
2	A family member. Choose on your own or select one with section 757 Relatives.		A sibling. Roll a d6 for Hi/Low. Hi=an older sibling. Lo=a younger sibling.
3	A nonhuman. Select with 751 Non-humans.	8	An adventurer. Remember that if the companion is more powerful than the character, the character may actually be the sidekick—for now. Select on 750 Adventurers.
4	A stranger. Select with 745 Others.		A former enemy or rival. Select on 754 Rivals.
5	An intelligent, articulate, inanimate object, possibly a statue or a magical item.	9	
6	A kid. Determine the child's age, but no younger than one-half of the young-	10	Reroll. If the result is 10 again, then GM ONLY: see entry #753a on table 968: GM's Specials.

753a: Who?

d10	Why?		
1	Character saves his life.	6	The companion sees the character as a hero and wishes to learn from him.
2	They seek a similar goal (30% chance to be friendly rivals in this regard. See 754 Rivals).	7	The companion's original intent was to steal from the character.
3	Parents were companions in adventure.	8	Companion feels a need to protect the character.
4	They share the same enemy (create a rival or a villain on section 754 or 755).	9	Mysterious voices and feelings told the companion to seek out the character and join him.
5	They happened to be in the same place and in trouble at the same time.	10	GM ONLY: see entry #753b on table 968: GM's Specials.

753b: Why?

753c: What Kind of Companion?

d10

1-3

Kind of Companion

Loyal Friend: Companion might lay down his life for the character. Will support the character in all he does.

4-5

Bumbling Buddy: A buffoon who tries to be a hero and may inadvertently succeed more often than he fails. Give him comical quirks. He is intensely loyal to the character, but not much help in a fight. May have an inferiority complex.

6

Grim Ally: Doesn't talk much. Does what must be done to the best of his ability. Dislikes frivolity, especially in the face of danger. Quite sure of himself at all times.

7

Gung-ho: Enthusiasm is *not* his middle name, it's his first. Always ready for

8

adventure, willing to leap into the fray and face unbeatable odds.

Groaning Griper: He may follow the character to Hell and back, but he doesn't have to like it and lets everyone know about it. May be a wise-cracking "smart mouth."

9

Good ol' Boy: A down-to-earth type who enjoys simple pleasures like hot food, cold drinks, good company, tall tales, and fast action. Loves a good fight.

10

Incurable Romantic: Imagines himself to be always questing after some greater goal. Always attempts noble and chivalrous deeds. Always quoting *from something*, usually obscure poetry and songs.



From here, return to the section that sent you here.

754 Rivals

Grigerwick motions to his soldiers and they start to wrap heavy ropes around you from head to toe, leaving just enough space between the coils for your eyes to peer out at the hysterically laughing little gnome. "At last!" Grigerwick shrieks between bursts of chuckling and squealing laughs, "At last I have you! You'll never interfere in my plans again!"

If only you could remember the words to that teleport spell....

Use this section only if directed to do so.

Not everyone encountered during life is going to be the character's pal. There are those who will covet what the character has, who will be jealous of who the character is, and who will seek the goals in competition with the character. These people become competitive rivals, unfriendly foes, or even deadly enemies.

Instructions: To gain a picture of the character's rival, questions must be answered. Who is the rival? Why is he an opponent? What are the rival's feelings toward the character? What does the rival seek to accomplish?

Start by rolling 1d10 on table 754a: Who? to find out who the rival is. If the gender of the rival is not determined, roll d6. If the result is 1-4, then the rival is the same sex as the character. If the result is 5-6, the rival is the opposite sex than the character.

Next, roll d10 and consult table 754b: Why? to find out why the rivalry exists. Then roll a d10 against table 754c: What Feelings? to

learn the rival's level of antagonism towards the character. If you wish, you may also roll a d8 on table 754c to determine the character's feelings towards the rival. Finally, if you wish, give the rival a name, then develop him with 107 Parents & NPCs.

Role-play: The rival is essentially a plot element for the GM to use, an opportunity to create a continuing bad guy to foil the character's activities. To develop the character's attitudes toward this foe, think about how you felt when you discovered someone didn't like you, especially if you liked that person.

Optional Rule: Each time the character has an encounter with the rival that ends with the rival's own plans being thwarted, roll a d10 on table 754c. If the result is the same as the rival's current level of feelings, that level increases by one. Thus a jealous relationship would become an intense hatred.

INFORMATION & INSTRUCTIONS

d10	Who?		
1	A former lover (if character is a child, reroll).	8	ling. Lo=younger sibling.
2	A family member. Choose one or select with 757 Relations.	9	A professional rival who has the same occupation as the character.
3	A villain. Select on 755 Villains.	10	A friend (rivalry other than "friendly" is kept secret).
4	Select on 745 Others.		Reroll. If the result is 10 again, the rival is a deity; otherwise, use the result of the second roll. Select the god on 756 Deities.
5	A former friend.		
6	An enemy of the family.		
7	A sibling. Roll Hi/Lo. Hi=older sibling.		

754a: Who?

d10	Why?		
1	Love same person.	7	Rival jealous of the character's possessions.
2	Sporting event rivals.	8	Mutually jealous of the others' capabilities.
3	Parents were rivals.	9	Distant ancestors were rivals.
4	Rival didn't like the character's looks.	10	GM ONLY: see entry #754 on table 968: GM's Specials.
5	An insult was perceived.		
6	They seek the same goal.		

754b: Why?

"What's in the sack, Bertran?"

"This one? Uh, nothing. Nothing at all."

"You're not hiding halfling sweetbread in there? Why is there some on your beard?"

"Uh ... dunno. Musta belonged to someone else."

—Jharsvend the Thief and Bertran Stoneback

754c: What Feelings?

d10	Feelings	
1-3	Friendly: Rival and character can still be friends. Rival enjoys competing against the character. Rival may even remain a good friend.	
4-5	Jealous: Rival dislikes the character, and takes secret pleasure in embarrassing, thwarting or beating him. Physical injury is usually not intended, but if it happens, it happens. Rival may be appear to be a friend or an ally.	9
6-7	Intense: Rival hates the character, and goes out of his way to foil him. Secretly hopes for the chance to injure the character in some way (physically, emotionally, financially, socially, etc.)	10
8	Fierce: Rival bates the character bitterly. This is an unhealable grudge. This rivalry often clouds judgement	
		and can lead to no-holds-barred conflict. The rival maximizes all opportunities to thwart the character, hoping to cause injury in so doing.
		Deadly: This is a potentially fatal hatred. Severely injuring the character in any way is the rival's goal. He plots and plans the character's downfall as a part of his own path to success. Given the chance, the rival will kill the character.
		Obsessive: The rival's entire life focuses on the character and his ultimate destruction. No risk to self or others is too great in the rival's quest to utterly destroy the character. In this competition, there can be only one survivor. See Obsession under table 523b: Mental Afflictions, entry #14.



From here, return to the section that sent you here.

755 Villains

Ragtarun practically glides towards you over the stone floor, spreading his black cloak back to reveal a belt glittering with several deadly weapons. On either side of you, Ragtarun's henchmen hold you more tightly.

"You are left with only this choice," Ragtarun says, smiling wickedly. "Join me in my progress of conquest, or die in your foolish resistance."

Use this section only if directed to do so.

Every hero needs a nemesis, or maybe even two! Every campaign needs an evil mover and shaker, one whose sheer vileness requires the actions of men and women, good and true to overcome.

Instructions: To create a villain, answer the following questions by following directions or rolling 1d10 for each of the following tables. Record information as you go: table 755a: Who Is the Villain? 755b: What Are the Villain's Goals? 755c: What Is the Villain's Alignment? 755d: What Is the Villain's Scope of Operation? 755e: What Are the Villain's Nasty Habits?

Finally, go to 107 Parents & NPCs and

follow directions to give the Villain more personality. If the gender of the Villain has not been determined, then roll Hi/Lo. Hi=male. Lo=female.

Role-play: Villains are not petty criminals. They are powerful people who seek more of the same and do so by chasing lofty, dangerous, even insane goals. They work in extremes. They do not just murder someone, they annihilate towns and cities. They do not rob banks, they bankrupt entire nations. They do not extort money from shopkeepers, they dominate cities. Worst of all, they sometimes think that they are doing the world a favor!

INFORMATION & INSTRUCTIONS

d10	Who?		
1	A childhood friend.	4	A rival. Select details on 754 Rivals.
2	A relative. Select on 746 Other Relations.	5-10	Some other person. Select on 745 Others.
3	A sibling. Roll Hi/Lo. Hi=older sibling. Lo=younger sibling.		

755a: Who Is the Villain?

d10	Goal		
1	Obtain immeasurable wealth.	8	Right some imagined wrong.
2	Achieve absolute knowledge.	9	Convert others to own point of view. Roll a d4.
3	Obtain absolute power.	1	Religious
4	Obtain some item from 858 Gifts & Legacies.	2	Philosophical
5	Expand area of domination.	3	Legal
6	Destroy everything.	4	Scientific
7	Humiliate/Punish others for imagined wrongs.	10	Roll twice more on this table and combine the results.

755b: What Are the Villain's Goals?

d10	Alignment		
1-6	Total Darkside. Roll a d6 to select attitude.	2	Apathetic
1-2	Depraved	3	Materialistic
3-4	Deviant	4	Anarchic
5-6	Diabolical	5	Egalitarian
7-8	Neutral (but still evil). Roll a d6 to select attitude.	6	Conformist
1	Self-centered	9-10	Mostly Darkside with tendencies towards Neutral. Select relevant attitudes above.

755c: What Is the Villain's Alignment?

"Chancellor! I want something done about this rash of guards gambling while on duty!"

"Sire, I shall put a stop to it immediately."

"No, you fool! From now on I want a percentage of all wagers!"

—Duke Marquay and Chancellor Wear

755d: What Is the Villain's Scope of Operation?

d10	Scope of Operation	8-9
1-4	Villain is a "local" evildoer, and works close to home.	10
5-7	Villain is a national threat. He hasn't expanded his crime to other countries—yet.	

Villain is a world class problem, whether the world knows it or not. If it is possible in your campaign for a villain to threaten more than just the world, then this is the villain to do it. Otherwise, see result 8-9, above.

755e: What Are the Villain's Nasty Habits?

d10	Nasty Habit	
1	Villain tortures his victims for his own pleasure.	6
2	Villain has a trait selected from 523 Exotic Personality Traits with an obsessive trait strength.	7
3	Villain destroys all who cross him or who do not join him.	8
4	Villain is noted for repeatedly committing a specific crime. Select it on 865 Crimes.	9
5	Villain has 1d3 traits selected from	10

523 Exotic Personality Traits. Villain only pretends to be human. Select its real form on 749 Monsters. Villain sacrifices captured foes to appease some dark and horrible deity. Villain forces others to listen to his rantings, ravings or tales of woe—often revealing his secrets and evil plans. Villain is certifiably insane, and does anything he pleases. Roll two more times on this table.



From here, return to the section that sent you here.

756 Deities

Before you stands an immense stone replica of the dwarven god of war, complete with the giant, double-edged battle axe named "Death-Bringer" and the powerful work hammer, "Reaper of Spoils." You know a great deal about the dwarven god. What you don't know is how its likeness came to be located in this chamber below the elven capital....

Use this section only if directed to do so.

Monotheism: "You shall have no other gods before me." (Exodus 20:3, R.S.V.). God is the Lord and Creator of the universe. The good people of the land worship only one God. All other "gods" are aspects of the great deceiver, Satan.

Polytheism: Many fantasy game systems presume the existence of a polytheistic pantheon of gods. Polytheism literally means "many gods." For each major aspect of daily life, there is a specialized deity. One god controls the weather, another controls (or is) the sun, yet another is lord over the waves. Each god has priests, temples, and devoted followers (although it is often common for people in polytheism to worship more than one god). These are the "good" gods, the ones who are supposed to champion the causes of humanity.

Evil gods: Then there are the truly evil gods. Evil is opposed to good, and each good deity will have a primary evil foe. Evil gods are worshipped by the selfish, the greedy, the cruel

and the demented, and by those who seek to wield power over others. Evil gods embody the concepts of power, disease, famine, cruelty, hatred, perversion, deceit, etc. They are often characterized as the patron gods of evil monster races.

Instructions: Roll a d20, add the character's CuMod, and match the result against the table below to determine the god. Use the deity in your own campaign that most closely matches the deity selected.

Role-play: The type of Culture will affect the nature of the gods. The gods of Primitive and Nomad Cultures will often be deities whose existence aids their mere survival. Barbarians may see their gods as heroic, waging constant battle against the forces of evil. Civilized gods tend to embody philosophies, ideas and ideals, like Truth, Loyalty, Kindness, etc. Decadent gods will embody passions, pleasures, and cravings and may be nothing more than "cleaned-up" versions of evil deities.

INFORMATION & INSTRUCTIONS

d20+CuModDeity

- | | |
|-------|---|
| 1-4 | Ancestor Worship: Ancestors made it possible for people to exist. They are noble and holy. This may involve summoning spirits. |
| 5 | Beast gods: Both wild and domesticated animals are ruled by divine members of their own kind. Worshiping them gains their favor. |
| 6 | Hunting god: This wild, untamed spirit taught the people how to hunt and survive. |
| 7 | Trickster: A clever imp, or a deceitful liar, but always playful and friendly. His games often bring wisdom and special insight. |
| 8-9 | Earth goddess (Earth mother): She is often mother to other gods, sometimes the most ancient of all deities in a pantheon. |
| 10-11 | Agricultural goddess: This daughter of the Earth goddess teaches the secrets of agriculture. Each winter she dies, to be reborn in spring. |
| 12-13 | Ruling deity: He is the master of the other gods, who gives his blessing to the leaders of the people and teaches them to be better rulers. |

- | | |
|----|---|
| 14 | Sea (water) god: The master of the oceans and their denizens. He is the patron of sailors and fishermen. To sea-folk, he is often the ruling deity. |
| 15 | Sun (fire) god: The sun dominates men's lives. It warms the earth, gives light, and makes plants grow. Usually male, often a ruling deity. |
| 16 | Moon goddess: The moon is generally typified as female and may be the sister of the sun god. She is the patroness of those who need her light. |
| 17 | Storm (air) god: This tempestuous god brings thunder, lightning and storms. He is a god of raw power, yet he is also on the side of the people, a defender against evil and often a ruling deity. |
| 18 | Evil god. Reroll on this table, but corrupt or reverse the god's function. A healing god becomes a god of disease, a luck goddess brings misfortune, a beast god is a monster god, etc. |
| 19 | War god: He is the patron of the professional soldier, who requires strife to earn a living. Disliking peace, this lusty, fiery-tempered god is often |

756: Deities

- known as a starter of wars.
- 20 Love goddess: To Primitives, Nomads and Barbarians, she is female fertility. In Civilized Cultures, she epitomizes romance, while in Decadent Cultures she is lust embodied.
- 21 Underworld god/goddess: This deity is the ruler of the land of the dead, the caretaker of souls. Although not evil, he or she is the enemy of those who would steal souls and return them to life.
- 22 God of wisdom and knowledge: This deity represents the search for truth through learning.
- 23 Healing god: He or she is the patron of healers, physicians, and herbalists—and the arch-foe of the underworld deity, since the healer's arts may even bring the dead back to life.
- 24 Trade god: The patron of merchants, particularly those who must risk foreign ventures.
- 25 Luck goddess: The patroness of those who take risks, either physically or financially.
- 26 Night goddess: She is the sun god's foe. They constantly battle for possession of the skies. She is the patroness of those who "use the night."
- 27 God of Thieves: This ally of the Night goddess is patron to those who live by taking from others, more civilized version of the Trickster.
- 28-30 Decadent god: Reroll on this table, but modify the god's function to represent the Decadent Culture's jaded attitudes. A god of knowledge is a god of forbidden knowledge, a trade god is the patron of slavery, a luck goddess is strictly a gambler's deity, etc. A second result of 28-30 indicates a disguised evil god (see #18 above).



From here, return to the section that sent you here.

The warrior stands before you, baring his teeth and holding his sword outwards, hilt up. A tap from behind alerts you that Denna has advice. She leans close and whispers in your ear. "Whatever you do, do not accept Harriet's challenge to a duel. Even if you win, every one of his siblings will be obliged to hunt you down and exact revenge."

Denna pauses, and then as if anticipating your question she continues, "Hamet is seventh of twenty children."

757 Relatives

Use this section only if directed to do so.

Whenever a section requires you to determine the identity of a random family member, roll percentile dice and consult table 757: Random Relative, below. If the result you get from this table either could not happen (the relative indicated is deceased, perhaps) or would be extremely undesirable, you may, of course, roll

again for a different result, but instead you may wish to consider working the difficult result into your character history. Perhaps your character was mistaken about the relative's death. Perhaps the relative has come back from the dead. Be creative.

INFORMATION & INSTRUCTIONS

Roll	Relative	
01-03	Distant Relative. Choose any relative more distant than the other relatives listed on this table.	55-58 Great Aunt or Great Uncle (a grand parent's brother or sister)
04-11	Second Cousin (a parent's first cousin)	59-66 Grand Parent
12-21	First Cousin (aunt or uncle's child)	67-69 Great Grand Parent (a parent's grand parent)
22-36	Sibling (brother or sister)	70-75 Child
37-44	Nephew or Niece	76-85 Spouse (husband or wife)
45-54	Aunt or Uncle	86-100 Parent

757: Random Relative



From here, return to the section that sent you here.

Special Miscellaneous

Start Generating Your Character Background Here!

This heading contains a hodgepodge of extremely important tables that, quite frankly, do not fit any where else. As with Miscellaneous Events and Contacts & Acquaintances, none of the sections under this heading are mandatory for every *Heroes of Legend* character history, but any given character generated will probably require the consultation of one or more.

Many characters receive special gifts during their lives. Such gifts are determined using 858 Gifts & Legacies, beginning on page 149.

To choose a random color, consult 859 Colors on page 151.

Birthmarks can be fascinating, beautiful, horrific or bizarre. See 860 Birthmarks on page 152.

861 Body Locations, on page 153, will help determine the location for a wound, scar, mark, etc. on the character's or another's body.

Curses, Blessings and other unusual things that profoundly affect a character's life can be

found beginning on page 154 under 862 Exotic Features.

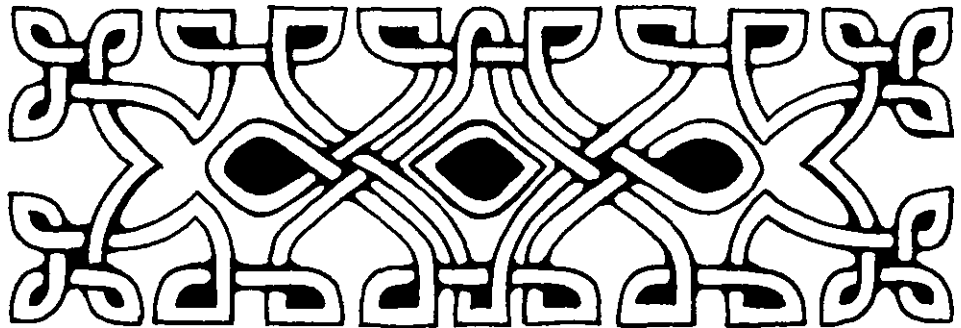
Start with page 158 to consult 863 Serious Wounds and find out the nature of any dire injury to the character or another.

Similar to many manifestations of magic, psychic powers, beginning on page 160 in section 864 Psychic Powers, often set a character apart as special, blessed or fearsome all of his life.

Has a crime been committed? If so, see 865 Crimes on page 162.

Any warrior can fight, but how many can do so while simultaneously juggling three apples in their left hands? See 866 Unusual Skills starting with page 164.

Perhaps you should never judge by appearances, but since very few beings are totally invisible, you may need to consult 867 Appearance on page 166.



"Cook made coupla' mistakes, so tell ya' what. Get this in ya' quicker n' it gets back out n' ya eat fer free."

—Jen Daisy

858 Gifts & Legacies

The girl who accosted you in the common room of the inn looks around your personal room briefly before taking out the note that she claims comes from your uncle. She shows you the seal as you take the note from her.

You break the seal, unfold the note, then begin to read.

"My dear nephew, if you are reading this note, then I have, regrettably, passed on. As a token of my trust and love for you, I send you my most prized treasure. Take care of it. Honor my memory." The note ends with another copy of your uncle's seal and a brief salutation. You look questioningly at the girl.

"What? His 'treasure'?" the girl asks. "That's me. Should I call you dad?"

Use this section only if directed to do so.

A character will sometimes be given a gift at birth or later in life. These gifts are sometimes given by a mysterious stranger or they may be a gift or inheritance from a relative, a friend, a mentor or a benefactor. The exact nature of these items should be determined by the Game Master. They may be magic items (even if not rolled as such), artifacts, heirlooms or pieces of mysterious junk. They can be shrouded in legend or merely annoying pieces of trash that

are hard to get rid of.

These gift ideas are only catalysts, and the GM must bear the weight of deciding why a gift is important. Gifts should be designed in such a way that they serve as a motivation for a great quest, or at least as an interesting adventure.

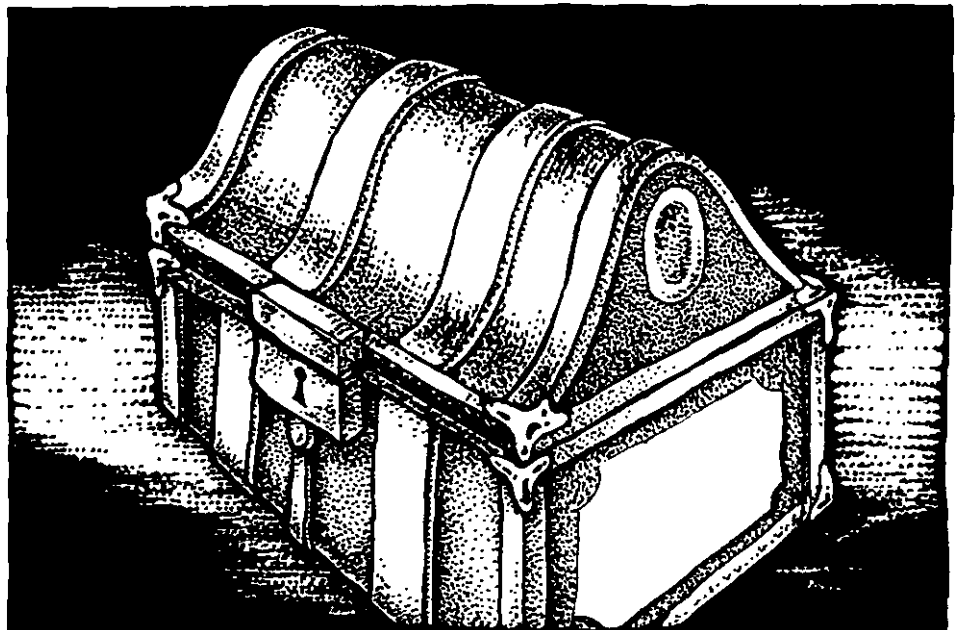
Instructions: Roll a d20 and match the result against the table below to determine the nature of the special gift or legacy.

INFORMATION & INSTRUCTIONS

d20	Gift or Legacy
1	A weapon. Make a d10 roll on the subtable below to determine the kind of weapon.
1	An ornate dagger.
2	An ornate sword.
3	A plain sword.
4	A mace.
5	An ornate spear.
6	A well-made short or long bow.
7	An ornate battle axe.
8	A crossbow.
9	An exotic weapon (GM's choice).
10	An anachronistic weapon (something from another time or place, like a pistol, a laser rifle, a flint hand-axe, etc.)
2	The guardianship of a young ward. This is an NPC. Create this person as if he or she was a companion to the character. See 753 Companions.
3	An unusual pet. Roll type of pet on 752 Unusual Pets. This pet will survive at least until the character starts adventuring.
4	A piece of jewelry. Make a d10 roll on the subtable below to determine the
	kind of jewelry.
1	Amulet.
2	Necklace.
3	Earrings.
4	Tiara.
5	Torc (one-piece neck ring).
6	Arm band.
7	Ring.
9	Pin or brooch.
10	Roll again on this subtable, but the jewelry is extremely valuable, more so than its appearance reveals.
5	A tapestry.
6	An anachronistic device (something from another time or place, like a flashlight, a sewing machine, a radio)
7	A key.
8	A locked or sealed book.
9	A shield.
10	A sealed bottle (determine contents).
11	A tarnished old helmet.
12	A bound wooden staff.
13	A riding animal (usually a horse).
14	A deed to a property. Make a d20 roll on the subtable below to determine what the deed is to.
1	An apartment building or series of low-quality urban dwellings

858: Gifts & Legacies

2	An ancient fortress	14	Priestly garb
3	A country manor	15	A toga
4	A tract of jungle	16	Gloves
5	An old restaurant or tavern	17-20	Roll 1d4 times on this table. The pieces are part of a related set, possibly an unusual costume.
6	A mill		
7	Theater		
8	Ancient ruins		
9	An island	17	A pouch of papers. Make a d10 roll on the following subtable to determine what the pouch contains.
JO	An abandoned ¹ mine	1	An ancient ancestor's letter to his descendants.
11	An ancient (haunted?) house	2	A map.
12	Swampland	3	An undelivered letter.
13	A farm	4	Diagrams and plans for a mysterious invention.
14	A small keep	5	A scroll of magic spells.
15	A mountain	6	A wild story of adventure.
16	A mysterious forest	7	A last will & testament: the character is an heir!
17	An old temple/church	8	A treasure map!
18	An inn (or hotel)	9	The character's true (and colorful) family history.
19-20	The deeded property is on the other side of the world. Reroll.	10	Roll for 1d3 items on this subtable. Reroll results of 10.
15	A musical instrument.		
16	A piece of clothing. Roll a d20 on the subtable below.	18	A sealed trunk. There is a 60% chance that it contains 1d3+1 additional items from this table,
1	A hat	19	A chain mail hauberk.
2	Shoes	20	Roll again. The resulting item definitely has both magic properties and some great significance to the character's destiny and the overall scheme of things.
3	A belt		
4	A cape		
5	A tunic		
6	Pants		
7	A pair of stockings or hose		
8	A robe		
9	Boots		
10	A wig		
11	An unusual coat		
12	A military uniform		
13	A dress or gown		



From here, return to the section that sent you here.

The strange rock formations hanging in rippling waves from the cavern's arched ceiling display several broad bands of colors which, in the yellowish orange light of your torch range from red-violet to gold to maroon.

859 Colors

Use this section only if directed to do so.

This table is used when an exotic color is required for a physical attribute or object. Colors are generally assumed to be rich, bright and

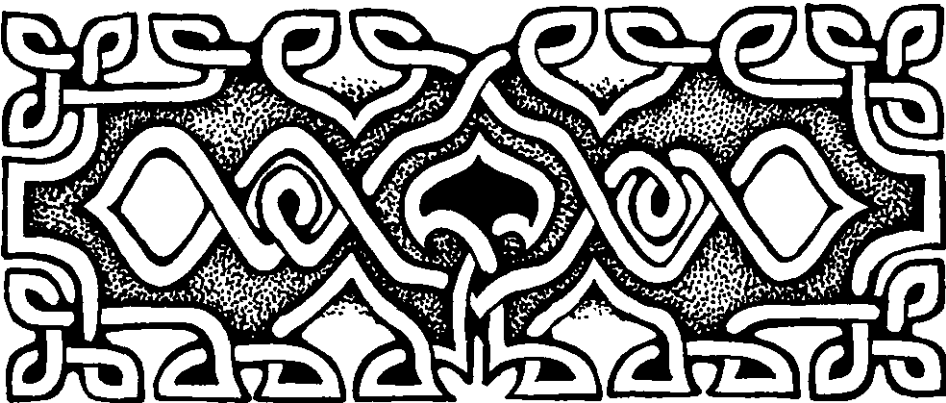
saturated, but modify this as necessary.

Instructions: Roll a d20 to determine the color.

INFORMATION & INSTRUCTIONS

d20	Color		
1	Red (also Crimson, Scarlet or Blood Red)	12	Red Violet (also Magenta, Hot Pink)
2	Red Orange (Sunset Orange)	13	Pink
3	Orange	14	White (Snow White, Off White, Ivory)
4	Yellow Orange	15	Black (Ebony, True-Black)
5	Yellow	16	Gray
6	Yellow-Green (Citrine)	17	Maroon (Reddish or Purplish Brown)
7	Green	18	Silver
8	Blue-Green (also Aquamarine, Turquoise)	19	Gold
9	Blue	20	Reroll the color, rerolling results over 19, then roll a d6 for Hi/Lo. If the result is Hi, the color is mixed with white to produce a pastel tint. If the result is Lo, the color is mixed with black to produce a dark shade.
10	Blue-Violet (also Royal Blue)		
11	Violet (also Purple, Lavender)		

859: Colors



From here, return to the section that sent you here.

860 Birthmarks

"What are you looking at?" the captain of the guard growls, but you can't take your eyes off of the spider web-shaped birthmark on his left cheek.

"What is it? Are you looking at my mark?" the captain demands. You ignore him.

The mark resembles the warning symbol etched above the ancient prophesy in the Book of Doom so closely, it cannot be a coincidence. You must do something about this man and his mark, especially since he has just drawn his sword....

Use this section only if directed to do so.

INFORMATION & INSTRUCTIONS

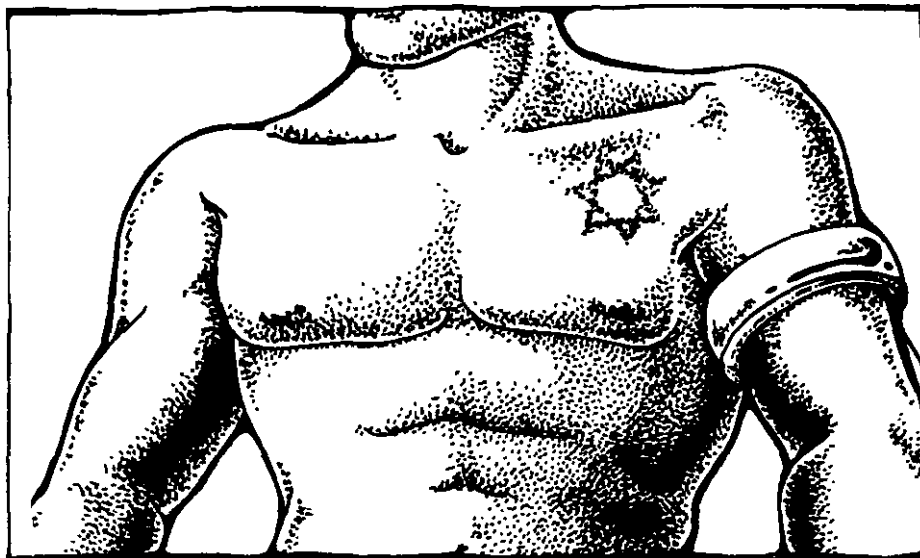
If a character is determined to have an unusual birthmark (or tattoo!), that birthmark will generally be brown or red (on humans—nonhumans may be different), unless another color is indicated.

Instructions: Roll a d20 on the table below to determine the type of unusual birth-

mark possessed by the character. Then roll a d10. If the d10 result is a 10, then the birthmark is a color other than normal. Select the color with 859 Colors. In addition, the body location of the birthmark must be determined with section 861 Body Locations.

860: Birthmark Shapes

d20	Birthmark Shape		
1	Dragon	15	Animal (you pick one)
2	Skull	16	Fish
3	Bat	17	Geometric pattern
4	Sword	18	Alchemical symbol
5	Hand	19	A Word
6	Fist	20	Weird: Roll again on this table to determine what the birthmark looks like. The birthmark then has a unique aspect, such as it emits a faint glow or looks like the real thing, not just a mark on the skin. Possibly it is a focal point for a psionic power or special talent that the character may also possess.
7	Cross		
8	Spider Web		
9	Spider		
10	Heart		
11	Monster (you pick one)		
12	Claw		
13	Eagle (or hawk)		
14	Star		



From here, return to the section that sent you here.

861 Body Locations

The spell caster finishes weaving his incantation, and suddenly the room is filled with the voices of the conspirators in the room four floors below you.

"All right, it's settled then," comes the deep baritone voice of Lord Keeg, "we'll kill the High King with a poisoned dagger. Where do we stab him?"

"In the chest, the heart," says the silky smooth voice of the high counselor. "It's symbolic."

"No, across the neck would mean more," offers the deep voice of a different man who you cannot identify.

"How about the back. That's what's really happening." A moment of silence follows this second stranger's voice.

"I meant 'where in the palace,'" says Lord Keeg.

Use this section only if directed to do so.

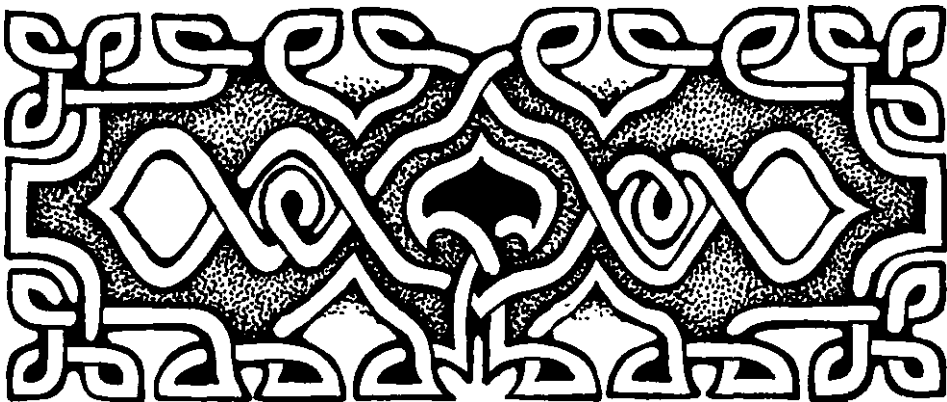
This table determines the body locations of physical features, such as birthmarks, tattoos, wounds, afflictions, etc. on a humanoid body.

Instructions: Roll a d20 to determine body location.

INFORMATION & INSTRUCTIONS

d20	Body Location	9-12	Chest
1	Right foot	13	Right Arm
2	Left foot	14	Left Arm
3	Right Leg	15	Right Hand
4	Left Leg	16	Left Hand
5-6	Abdomen	17	Neck
7	Buttocks	18	Head
8	Back	19-20	Face

861: Body Locations



862 Exotic Features

"You dare to mock me! You dare to mock ME!" The old woman approaches you like a tiger stalking its prey, and she begins to wring her hands and mutter, perhaps to herself, though the words ring out clearly in your ears, "From this time forward, let the beasts of ethereal darkness know your scent and drape about your neck the lingering death of their continual presence. Let it be so."

A horrible chill descends on you....

Use this section only if directed to do so.

INFORMATION & INSTRUCTIONS

Many characters of legend suffered under the burden of terrible curses or struggled to overcome unusual physical afflictions. Others benefited from wondrous blessings or took advantage of unique physical mutations. Exotic features such as these helped define these characters, making them special, unique, and adding to their legendary reputations.

Characters generally suffer from curses unwillingly, sometimes acquiring the curses at birth, perhaps as the result of someone growing angry with their parents. Later in life, curses often repay characters for real or perceived wrongdoings.

Curses should not be easy to remove. A simple spell should NOT suffice, while a quest or a special, powerful hard-to-obtain spell might do the trick.

Though characters with horrible curses generally get the most attention, there are those who receive wondrous blessings. When given at birth, these blessings may point towards the character's difficult future and aim to make the character's way a bit easier. Later in life, blessings often reward heroic or selfless acts.

Many other legendary heroes are noted for their unique physical traits. Sometimes these traits are limitations which the characters overcome to become heroic. Other times,

characters simply have other-than-normal attributes that set them apart from their fellows.

Instructions: The table which sent you here should have indicated which table to consult: table 862a: Curses, table 862b: Blessings, or table 862d: Unique Physical Traits. Roll a d20 and consult the appropriate table.

Role-play: Curses set characters apart from the rest of humanity in a rather unpleasant manner. Obviously, the character or a relative has offended someone, and often the mere knowledge that a character has been cursed may turn him into a pariah, a social outcast to be hated or feared by all, since the curser's wrath could fall on a friend of the cursed, too.

Blessings are special gifts for special people. However, like many gifts, there may be a price tag attached to the gift—a quest or a curse to balance the scale. Additionally, while cursed characters may be ostracized out of fear, blessed characters may be shunned due to jealousy.

Whether an unusual physical trait provides a character with benefits or liabilities, it will, in all likelihood, be visible for all to see and will mark the character as obviously different. Even a good, kind, loving character normal in all other respects may be subject to whispers, strange looks, and curiosity seekers throughout life.

862a: Curses

d20	Curse	
1	Take on 1d4 Darkside personality traits. Select them on table 522c: <i>Darkside Personality Traits</i> .	7
2	Subtract 1d6 points from Charisma or Appearance.	8
3	Character will be responsible for the untimely death of his lovers. When an event indicates a love affair, go to 643 Death Situations to determine the cause of death.	9
4	Frequently fumble (seriously klutzed combat or skill rolls). A 10% chance each time a skill is used.	10
5	The character becomes tongue-tied and cannot speak in the presence of a member of the opposite sex.	
6	Character becomes a lycanthrope (generally a werewolf—consult your specific game rules for details).	
		One body location is scaly and monstrous (determine <i>location</i> on 861 Body Locations).
		Can only join chaotic or evil cults and religions—all others will reject the character.
		Character has an Unusual Physical Trait. Select the affliction on table 862d: Unusual Physical Traits.
		Character has recurring nightmares (5% chance each night). Loss of sleep deducts 1d3 Ranks from the character's abilities on the following day due to fatigue. Once the nightmares begin, the chance of having a nightmare the next night increases by

	5% (up to a maximum chance of 95%).		
11	Character acts like a Bad Luck Talisman. Will cause friends to fumble (klutz up seriously in combat or during skill use checks). Roll a d6 to find the character's Bad Luck rating. Roll a d10 each time a friend misses a skill use roll. If the result is less than or equal to the character's Bad Luck rating, the friend has a serious accident, such as wounding himself or a friend in combat, snapping a lock pick off inside a lock, etc.		more, while berserk, the character has difficulty distinguishing between friend and foe and has a 30% chance to attack anyone in reach. The character will also not use a shield to parry any incoming attacks (parries with weapon only) and will not use any Dodging skills to avoid blows.
12	Character is attacked by fits of madness or a mental disorder. The occurrence chance is same as for nightmares (see #10 above), but occurs at any time. Co to table 523b: Mental Afflictions to determine the nature of the affliction.		If the character is a lycanthrope or a natural shape-shifter, he automatically slips into beast form when berserk. The chance of a berserker rage occurring is as follows: Roll a d10. The result is the strength of the affliction. Roll a d100 when combat begins. If the result is less than the affliction strength, the character goes berserk. If the character fails to go berserk, make subsequent checks during combat when any of the following occur:
13	All the character's children will be born under unusual circumstances (see 106 Unusual Births) and with an unusual physical trait (select on table 862d: Unusual Physical Traits).		The character is wounded. A companion is wounded or killed. The character or a friend is insulted.
14	1d4 Tragedies occur to the afflicted character in rapid succession. Select the events on 624 Tragedies.		The character remains berserk for 1d6 combat round after all foes (not friends) are dispatched. After going berserk, the character becomes despondent and severely depressed for 1d10 days, unable to participate in the pleasures of life or use skills at more than 50% of his normal ability.
15	Character is the unaffected carrier of a virulent and deadly disease.		Condemned to a nomadic life. Can never stay in one city, place, country, etc. for more than a year and a day.
16	Character is subject to fits of berserker rage. When afflicted, the character's effective hit points are raised by half and he ignores all effects of damage until killed. Furthermore, the character is immune to any spells that affected the mind or senses. Finally, the character's attack skills are all raised by 1 Rank and 1d4 is added to all damage done.	17	Haunted and attacked by a ghost or evil spirit once every d100 days.
	At the end of the berserker rage, ALL damage immediately takes effect, possibly killing the character. Further-	18	Will always be blamed for the commission of heinous acts that occur in the same locale as the character.
		19	Roll a d3. Roll the resulting number of times again on the table and combine the results in a logical manner.
		20	

d20 Blessing

1	Take on 1d4 Lightside traits (select traits on table 522a: Lightside Personality Traits).	6	with members of the opposite sex. The character has an innate ability to sense the presence of lycanthropy in anyone within a 20-foot radius.
2	Add 1d6 points to character's Appearance attribute.	7	One body location (or matched pair of locations as in the case of a pair of hands) on the character is incredibly beautiful, even legendary in its beauty (determine location on 861 Body Location).
3	Love affairs never end with death of lover (reroll any results on other tables that indicate such an event).		
4	Never fumbles (messes up in a dangerous manner) a skill roll of any kind, including combat rolls.	8	Character can only join good or Lightside religions (see 521 Alignments & Attitude)—all others will reject him.
5	The character easily establishes a rapport of trust, friendship, or even love	9	Character gains a unique talent, some-

862b: Blessings

	thing that he can quietly use to his or others' benefits when the need arises. Select this unique talent by rolling 1d6 on table 862c: Unique Talents.		the result of a die roll for any skill, combat or saving roll is within this percentage of the amount needed, the roll is successful.
10	Character is born with a natural talent. He has one of the following skills at Rank 5 proficiency. Roll a d6:	15	Character is unaffected by disease.
	1 A weapon skill (player's choice)	16	Character has a natural immunity to the effects of magic. Roll a d8 and multiply the result by 5. The result is the percentage chance that the character will be immune to the effects of any magical spell or effect cast at him.
	2 Singing		As a natural ability, can cause undead creatures, including ghosts and spirits, to turn away and flee. The character has a 60% chance to cause 1d6 undead to flee from his presence.
	3 Artistic ability	17	For each blessing, the character also receives a curse to balance the scales. Reroll the blessing on this table and then select the corresponding curse on table 862a: Curses. Reroll incompatible curses.
	4 Money management		Character has a natural aptitude for learning. Whenever the character learns a new skill, the character always learns it at one Rank higher than would normally be the case.
	5 Magic use	18	20 Roll a d3. Roll that number of times again on this table and combine the results together in some logical manner.
	6 Mechanical ability		
11	Character acts like a Good luck Talisman. He improves all the skill rolls of his companions by 1 rank and adds a +1 bonus to their non-skill rolls when he is within 20 feet of them.	19	
12	Character has a psychic ability. Determine the ability on 864 Psychic Powers.	20	
13	Character is partially immune to the attacks of evil creatures. Reduce evil creatures' attack skills by 1d3 Ranks. If they hit, 70% of the time they will do only the minimum possible damage to the character.		
14	Character is naturally lucky. Roll 1d3 and multiply the result by 5 to obtain the character's Luck percentage. If		

862c: Unique Talents

d6	Talent		The GM's answers should always be vague and allow some room for interpretation.
1	Blind Trust. Other beings want to trust the character as if he was their best friend.	4	Direction Bump. If the character asks, he will always know which direction is north, up or down.
2	Sense Evil. The character can detect the presence of evil in a thing, a person or a place. Evil beings can attempt to shield their nature from the character.	5	Sense Magic. Character can detect the current or recent presence of magic in a person, place or thing.
3	Insight. The character, should he think to do so, can question the wisdom or advisability of an action (i.e. ask the GM). Treat this as a skill that begins at Rank 1 but never rises above Rank 6.	6	Encourage Others. This talent can encourage others to perform 1d3 Ranks above their normal skill, but temporarily restricts the character's own skills to a maximum Rank of 2.

862d: Unusual Physical Traits

d20	Physical Trait		for any given attribute (Check this with the GM before doing so).
1	Hunchbacked. Subtract 1d3 from the character's Dexterity attribute and subtract 1d6 from Charisma or Appearance. Take the sum of those two penalties and add it to one or more other attributes of your choice (total points may be split up between attributes). The additions may take the character over its species normal	2	Character grows to be much larger than normal for his species (20 to 60% larger than average). Subtract 1 point from character's Dexterity attribute.
		3	Character does not grow to a normal size (20 to 60% shorter than average). Do not go below species minimum

	by more than 15%.		
4	Character has glowing eyes which allow the character to see in the dark without a light source (but not like infrared vision). There is an additional 60% chance that the glow will be other than white and will convey an additional power with it. Select glow color 859 Colors. For the additional power, roll a d4 on the subtable below.		If the character has an extra arm or leg, reduce his Appearance attribute by 1d4 points. If the character has an extra head, reduce his Appearance by 1d10 points. Also, for each extra appendage, roll 1d4. On a roll of 1, the extra appendage is undersized and nonfunctional. Double the character's Appearance reduction for any nonfunctional appendage.
	1 Psychic Ability effect (See 864 Psychic Abilities).	10	Character has the ability to modify his Appearance attribute. When he exerts a conscious mental effort, he may raise his Appearance by 1d10 points above its normal score. Otherwise, the score is 6 points less than normal. This is a skill that the character must practice, starting from Rank 1 and a raise of only 1d3.
	2 A magical spell effect (GM's discretion).		
	3 Shoot a 2d6 damage heat ray.		
	4 See through walls like X-ray vision.		
5	Extra eye in the middle of the forehead. This extra eye has a 50% chance to give the character infrared vision (ability to sense heat patterns in the dark).	11	Born with bird or bat wings. Roll Hi/Lo: Hi=bat, Lo=bird. There is a 25% chance that the wings are functional and can be used to fly at a high rate of speed, perhaps as fast as a large bird of prey or fast enough to catch a running horse. Otherwise, the wings are nonfunctional. There is a 50% chance that nonfunctional wings are small enough to conceal underclothes or a cape.
6	Character is an Albino, with pale, almost white skin and hair, and pink eyes. Subtract 1d6 from the character's Constitution attribute and add 1d6 (but not less than the Constitution attribute loss) to the character's Magic Ability attribute. Furthermore, the character takes 1 point of damage per hour if exposed to strong sunlight.	12	One hand is a scaly claw. Roll for Hi/Lo. Hi=left hand, Lo=right hand. Attacks with the claw do +2 damage.
		13	Skin is an exotic color. See 859 Colors. Temporarily (1d6 days) subtract 1d4 from the character's Appearance attribute when he meets a new person (for that person only). Then return the attribute to normal.
7	Body is covered in fur, same color as head hair. This adds 1 point to Constitution attribute and gives the character an effective 1 point of armor protection on his body. However, it also reduces his Appearance by 1d4 points.	14	Add 1d6 to Strength attribute.
		15	Add 1d10 to character's Intelligence attribute and subtract 1d6 from his Appearance attribute.
8	Character has webbed fingers and toes. This adds 1 Rank to the character's swimming ability.	16	Character has a psychic power. See 864 Psychic Powers.
9	Character has an extra appendage. Roll d10:	17	Exotic hair color. See 859 Colors.
	1 Left arm	18	Character has scaly skin that adds 2 points of armor protection to the entire body but subtracts 1d4 points from his Appearance attributes.
	2 Right arm		
	3 Left leg		
	4 Right leg		
	5 Finger on left hand	19	Character has retractable, viper-like fangs. If he makes a successful bite attack, his fangs will inject a systemic poison equal to the character's Constitution attribute. As long as no one knows about the fangs, they do not affect the character's Appearance attribute. For those who know, reduce the attribute by 1d8.
	6 Finger on right hand		
	7 Toe on left foot		
	8 Toe on right foot		
	9 Roll twice on this subtable, rerolling results above 9.		
	10 Roll again on this subtable. If your second roll is also 10, then the character has an extra head.	20	Roll 1d2+1 more times on this table.

From here, return to the section that sent you here.

863 Serious Wounds

It takes a few moments before you realize what happened when the wind-lizard streaked by you on its lightning-fast attack run. There had been a tugging, a pulling, then a cold sensation and a numbness in your—your left hand is gone. Only a bloody stump remains.

Staring at your wound, you see the blood spurting from the torn flesh. A strange, dual impression of awakening and dizzily losing consciousness hinders your attempt to think about what steps you must take next—the necessary steps to save your life. You vaguely consider applying a tourniquet, but cannot remember how to fashion one. As blackness seeps into your vision, you realize that the wind-lizard must be readying itself for another charge, but you cannot even remember where you carry your spear....

Use this section only if directed to do so.

INFORMATION & INSTRUCTIONS

More than just a skinned knee, a broken arm or a clean knife cut—these are injuries that leave lasting physical effects, visibly scar, reduce physical attributes, or permanently remove a body part. These injuries are not fatal, but they affect the character for the rest of his days.

Instructions: Roll a d20 and match the result against the table below to select the injury that has occurred. Unique affects for the wound are included with the description. More common symptoms and effects are indicated by the footnotes following each table entry. If

more than one footnote follows, apply them all.

Role-play: These injuries are physical reminders of something in the character's past—a war wound, the by-product of torture, the end-result of a mugging, etc. Along with the physical scars, there also may be mental and emotional scars. Imagine how the character will react if once again confronted with the person, creature or situation that caused the injury.

Also imagine how others might react to the character's injury. Is he outcast, pitied, or possibly now known as "Claw" or "Scar-face?"

862: Serious Wounds

d20	Serious Wound	
1	Impressive facial scar. ¹	
2	Impressive body scars. Use 860 Body Locations to locate the most impressive scar.	
3	Eye put out. Roll Hi/Lo. Hi=left eye. Lo=right eye. Depth perception is gone, so reduce all combat and visual perception skills by one Rank. ³	
4	Lose 1d4 teeth.	
5	Ear is torn or cut off. Roll Hi/Lo. Hi=left ear. Lo=right ear. Roll a d10. If the result is 7-10, a permanent hearing loss occurs, in which case reduce all listening skills by two Ranks. ³	
6	Disfigurement. The injury causes terrible scars and/or rearranges the character's face in a manner which is unpleasant to look upon. Reduce Appearance and Charisma attribute by 1d10 each.	
7	Head injury causes brain damage. Roll a d8 on the subtable below to determine the effects of the injury:	
	1 Reduce Intelligence attribute by 1d3 points.	
	2 All skills drop one Rank.	
	3 Character develops a Mental Affliction. Select the affliction on table 523b: Mental Afflictions.	
8	Injury causes constant pain. Reroll type. ^{2,6,7}	4 The character develops an exotic personality feature. Select the affliction with 523 Exotic Personality Traits.
9	Knee injury causes slowness and constant limp. After strenuous physical exertion (running, fighting, climbing), knee causes pain. ^{7,8}	5 Reduce Dexterity attribute by 1d3 points.
10	A body part is permanently severed. Roll a d6 on the table below to determine which body part is affected.	6 Increase one skill by 1d8 Ranks. All other skills drop by 1d6 Ranks.
	1 Hand. Roll Hi/Lo. Hi=left. Lo=right. ^{2,4}	7-8 Roll 1d3+1 more times on this subtable. Do not reroll duplicates—add the effects together.
	2 Arm. Roll Hi/Lo. Hi=left.	

- Lo=right.^{2,4}
- 3 Foot. Roll Hi/Lo. Hi=left. Lo=right.^{2,5}
- 4 Leg. Roll Hi/Lo. Hi=left. Lo=right.^{2,5}
- 5 Thumb. Roll Hi/Lo. Hi=on left hand. Lo=on right hand. It is impossible to grip a weapon properly with the affected hand.
- 6 1d3 fingers. Roll Hi/Lo for each finger. Hi=on left hand. Lo=on right hand. If more than two are lost on one hand, it is impossible to grip a weapon properly with that hand.
- 11 An injury heals badly, causing loss of attribute points.^{2,6}
- 12 Liver damage. Constitution halved for protecting against poison damage. Alcohol becomes a poison.⁹
- 13 Lung damage causes racking cough and pain after physical exertion (running, fighting, climbing).^{7,9}
- 14 Stomach injury. Causes recurrent nausea, particularly in stress situations, usually lasts 1d20 minutes (Subtract 1d10 Ranks of ability from skills during nausea).⁹
- 15 Kidney damage. Character needs three to four times the amount of water normally needed, otherwise body poisons build up, causing moderate, continual damage.⁹
- 16 Genital injury. Character loses all sex drive.
- 17 Throat injury. Roll a d10 for degree of voice loss, 10 being the worst, unable to speak at all.
- 18 Back Injury. Reduce Strength by 1d6 points.
- 19 Magical Replacement. Reroll on this table, the damaged part is replaced by a magical device that mimics the function of the original and may have other mysterious properties.
- 20 Multiple injuries occurred. Roll 1d2+1 times. Discard duplicate results without rerolling them, but reroll results over 19.

Footnotes

¹ Roll a d100. On a result of 1-50 add 1 point to Charisma attribute. On a result of 51-100, subtract 1 point from Charisma attribute.

² Subtract 1 point from Dexterity attribute.

³ Subtract 1 point from Appearance attribute.

⁴ Reduce all skills requiring manual dexterity by 1 Rank.

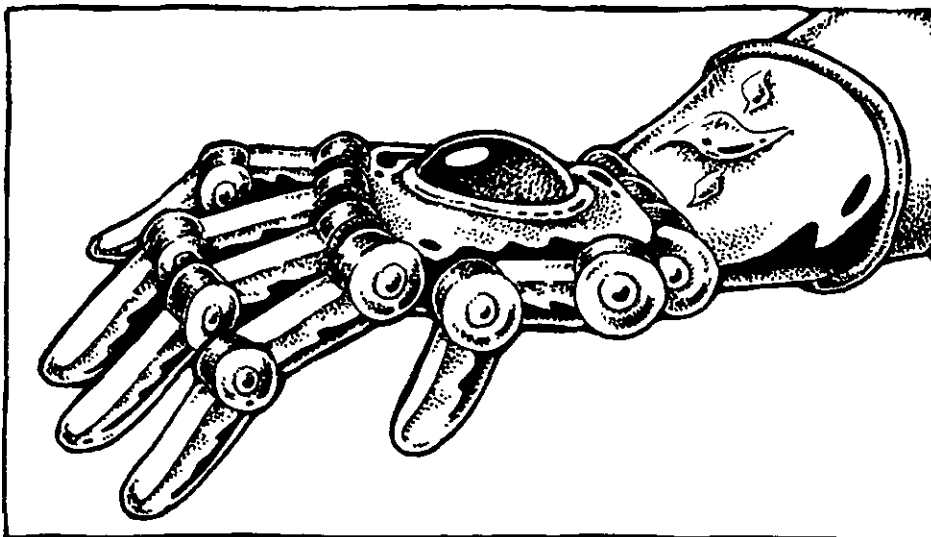
⁵ Movement speed is half normal, unless an artificial—possibly magical—limb is attached. Roll a d100 to find percentage of speed regained with artificial limb.

⁶ Subtract 1 point from Strength attribute.

⁷ Without some form of relief from the pain, the character must make an Intelligence Check (usually a d20 roll less than or equal to Intelligence attribute) to perform any action requiring concentration (such as reading, spell casting, etc.).

⁸ Movement speed is 3/4 of normal speed.

⁹ Subtract 1 point from Constitution attribute.



From here, return to the section that sent you here.

864 Psychic Powers

You focus your attention on the short-haired woman and call upon your innate psychic powers for a determination of her surface thoughts. At first, you find yourself unable to make the connection. So much rides on your success or failure in this venture that nervousness causes your concentration to falter, and the woman's thoughts slide by just out of your reach. A second try, though, proves more rewarding. In one moment you have nothing, then in the next you hear conscious thought as if the woman spoke directly into your heart. You know her mind as your own.

Without a doubt, the short-haired woman is bluffing. You can safely see her bet and raise as much as you wish....

Use this section only if directed to do so.

INFORMATION & INSTRUCTIONS

Psychic abilities allow the character to manipulate the world through sheer mind power. Traditionally "common" psychic abilities are represented here (the GM may have to rule whether or not these abilities are allowed into the campaign).

Instructions: Roll a d20 and match the result against the table below to select a mental power (or powers). Record relevant information on the Character History Worksheet.

Using Psychic Abilities: If the game system being used has rules for psychic abilities, use the power or powers that most closely match those selected from the table below. Otherwise, use the following guidelines.

Each psychic power should have a skill rating. Unless another table states otherwise, psychic abilities begin with a Rank 1 skill, and psychic powers can be improved like other skills.

To use a psychic ability in a simple manner,

the character must expend Strength attribute points equal to the amount listed in brackets for the ability. At the GM's discretion, attempting difficult feats burns off more Strength than the listed amount. Often, improving the ability's Skill Rank reduces a power's Strength cost.

Expended Strength should be regained at the rate of 1/4 of the character's total points per 6 hours of complete rest (sleep or bed rest). Active characters cannot regain Strength points lost through psychic endeavors. If psychic power usage reduces a character to 0 (zero) Strength, the character will collapse into unconsciousness for 2d8 hours.

Role-play: Even in a fantasy world, psychic powers are considered weird, even evil, particularly to the general populace. How will the character deal with his new powers? Will the character try to hide them or flaunt them openly and fearlessly?

864: Psychic Powers

d20	Psychic Power	
1	Spell-like Power: [variable] Use a magic spell as a mental power (GM's choice: Strength cost to be determined by relative power of spell).	
2	Psychometry: [11 minus Rank] The ability to learn the past history of an object or person by touching it.	
3	Clairvoyance I: [11 minus Rank] The ability to see or sense things occurring at a distance not normally possible with normal senses. Character gets a fuzzy view of what is occurring—sound may be jumbled. Character may attempt to focus the power, but more often than not, visions are random (at the discretion of the GM). Upon attaining Rank 6, the character may use Clairvoyance II at Rank 1 ability.	
4	Clairvoyance II: [13 minus Rank] Like	
		Clairvoyance I, except that character may select what is wished to be seen and receives clear sensory impressions from wherever the point of visual reference is placed. Upon attaining Rank 6, the character may use Clairvoyance III at Rank 1 ability.
5	Clairvoyance III (Astral Projection): [17 minus Rank] Similar to Clairvoyance II, but character is able to create an impression that he is physically in that area (creating an astral image) and is able to change the point of view, as if he was walking around the place being viewed.	
6	Psychic Healing: This is a Healing ability that uses Strength points to heal damage at the rate of 2 Strength points for minor damage and perhaps several days worth of Strength points for the most severe damage. Psychic	

- Healing will also cure a minor illness at the cost of 1d6 Strength, or a life-threatening disease at the cost of 3d6 Strength points. The character may use his Rank with this skill as if it were extra Strength points. Thus a Rank 3 Psychic Healer could Heal moderate damage at the cost of healing minor damage.
- 7 Hypnosis: [11 minus Rank] Places victim in a sleep-like trance in which the victim may receive suggestions (within reason) from the hypnotist. At Rank 6 skill the character gains Persuasion at Rank 1 skill. At Rank 10, character gains Mind Control at Rank 1 skill.
- 8 Persuasion: [15 minus Rank] Mass Hypnosis that may be used against one target plus one additional target for each Rank of Persuasion skill possessed by the character. At Rank 6, the character gains Mind Control at Rank 1 skill.
- 9 Telekinesis: [11 minus Rank plus an additional 1 for each 20 lbs of object weight] Allows character to move inanimate objects by force of thought, even making them fly.
- 10 Suspended Animation: [8 minus Rank plus 1 for each day suspended] Character enters a sleep-like state and exists without food, water, air, or heat for up to Rank+1d8 days.
- 11 Teleportation: [16 minus Rank] Allows the character to move between
- two places without actually crossing the distance that separates them. Rank increases distance.
- 12 Mind Block: [5 + Rank] Character is able to shield against intruding or offensively-used psychic abilities. Rank 1 blocks ESP. Rank 2 blocks Hypnosis. Rank 3 Blocks projected thoughts. Rank 5 blocks mental probes. Rank 7 blocks Mind Blast. Rank 9 blocks Mind Control.
- 13-14 ESP: [11 minus Rank] Sense the surface thoughts of other minds. Detect the presence of others.
- 15 Telepathy: [13 minus Rank] Rank 1=ESP. Rank 3=Project thoughts into other minds. Rank 5=Probe into other's minds. At Rank 7 may use Mind Blast at Rank 1.
- 16 Mind Blast: [11 minus Rank, plus 1d6] Using mental power only, character can do physical damage to a foe. Damage increases with Rank.
- 17 Body Control: [11 minus Rank, plus number of points added to attribute] With this power, the character can temporarily increase any attribute by 1d4 points.
- 18 Mind Control: [13 minus Rank] This is the ability to take over the mind of another for a short while.
- 19-20 Roll 1d3+1 more times on this table for additional mental powers. If subsequent rolls duplicate previous rolls, add 1d3 Ranks to skill with that power.



From here, return to the section that sent you here.

865 Crimes

You stop at the entrance to the moneylender's store and wait beneath the sign bearing two open sacks of coins that advertises his business. Your colleagues go inside to conduct their own "business."

Peeking inside to see why your friends are taking so long to get the protection money and depart, you see all three of them bound, gagged and lying on the floor surrounded by guards. One of the guards notices your interest and starts to approach you....

Use this section only if directed to do so.

INFORMATION & INSTRUCTIONS

When someone intentionally injures another, takes or ruins their belongings, violates their rights, or does anything that the main power in society considers as wrong, that person has committed a crime. Society then takes upon itself the burden of punishing the criminal, normally fitting the punishment to the crime. This table includes crimes common to worlds with a fantasy adventure setting.

Instructions: Go to 745 Others to determine against whom the crime was committed. Select the victim's Social Status on 103 Social Status, then return here. Roll a d20 and match the result against the table below to select the crime committed. The normal punishment for each crime appears in footnote references after it; apply them all. If a character is imprisoned for a crime, determine the details with 638 Imprisoned!

Notes: If the character who committed

the crime is Wealthy, reduce the length of the sentence by 1d4 years. If the character is *Extremely* Wealthy, reduce the sentence by 2d4 years. If the character is a Noble, and the crime was not committed against another Noble, punishment is changed to a fine equal to the number of years of imprisonment times 1,000 gold coins.

Role-play: The accusation or commission of a crime can change a character's life forever. If known, it brands the character as a criminal, and he becomes known by the crime rather than by his profession or other deeds. If prosecuted, a character faces years of imprisonment or even physical injury. Even after punishment occurs, family, friends or allies of the victim may seek compensation or revenge. Still, if a crime remains unknown it can gnaw at the character's conscience forever.

865: Crimes

d20	Crime		9	Reroll the Crime on the main
1	Burglary (Breaking, entering and Steal- ing) ^{and either 2 or 14}			table. Character is tortured to reveal accomplices. ¹⁶
2	Racketeering (running organized crime operations). ⁸		10	Reroll the Crime on the main table. Another person suf- fers in place of the charac- ter. Select this person with 745 Others.
3	Heresy (religious wrong-thinking, speaking, or doing). ⁹			
4	Murder . ^{*10}	9		Treason against the state or its ruler (including spying). ^{10,16,17}
5	A fraud or a con (Tricking, lying to or misleading someone—or several someones—as a way of getting money, power, influence, property, business, a valued possession, etc.). ^{*,2or6or 11}	10		Failure to pay debts or taxes . ⁴
6	Offending an influential person . ^{*,7}	11		Character was a member of a losing faction in a political struggle . ⁴
7	Trespassing . ^{*1}	12		Violation of curfew . ¹³
8	There are special situations regarding the crime or its punishment. Roll a d10 on the subtable below to select the situation.	13		Armed robbery. Roll a d4 on the subtable below:
	1-6 Innocent of any crime, the character has been framed for something he did not do. Reroll the Crime on the main table.		1	Banditry . ^{*5}
	7-8 Reroll the Crime on the main table. Character is branded for this crime . ¹⁷		2	Mugging . ^{*,3}
			3	Holding up a moneylender . ⁵
			4	Freeing slaves at weapon point . ^{4,3}
		14		Piracy . ^{6,17}
		15		Harboring criminals . ¹⁴
		16		Larceny (picking pockets, stealing from a shop or bazaar stall) . ^{1or14or15}
		17		Animal-related crimes. Roll a d4 on the subtable below:

- 1 Poaching.¹³
- 2 Horse theft.^{3,13}
- 3 Livestock rustling.²
- 4 Killing livestock.¹⁴
- 18 Assault and battery.^{*,1}
- 19 Smuggling or selling illegal goods.^{7,12}
- 20 Character committed two crimes that were linked together in some way. Reroll twice on this table.

Footnotes

* If the victim was a Noble add five years to the sentence. If the victim was simply of higher social status, add 1d6 years to the sentence.

- ¹ 1d3 years imprisonment.
- ² 1d4 years imprisonment.
- ³ 1d6 years imprisonment.
- ⁴ 1d8 years imprisonment.
- ⁵ 2d4 years imprisonment.
- ⁶ 2d8 years imprisonment.
- ⁷ 1d10 years imprisonment.
- ⁸ 2d10 years imprisonment.

⁹ Heretic is imprisoned until heresy is renounced or, if unrepentant, the heretic is

burned at the stake. For player characters, this becomes 2d10 years of imprisonment.

¹⁰ NPCs are put to death. Player characters receive life sentences (1d20+20 years for humans).

¹¹ Character has his tongue cut out and can no longer speak.

¹² Add 5 years to length of sentence.

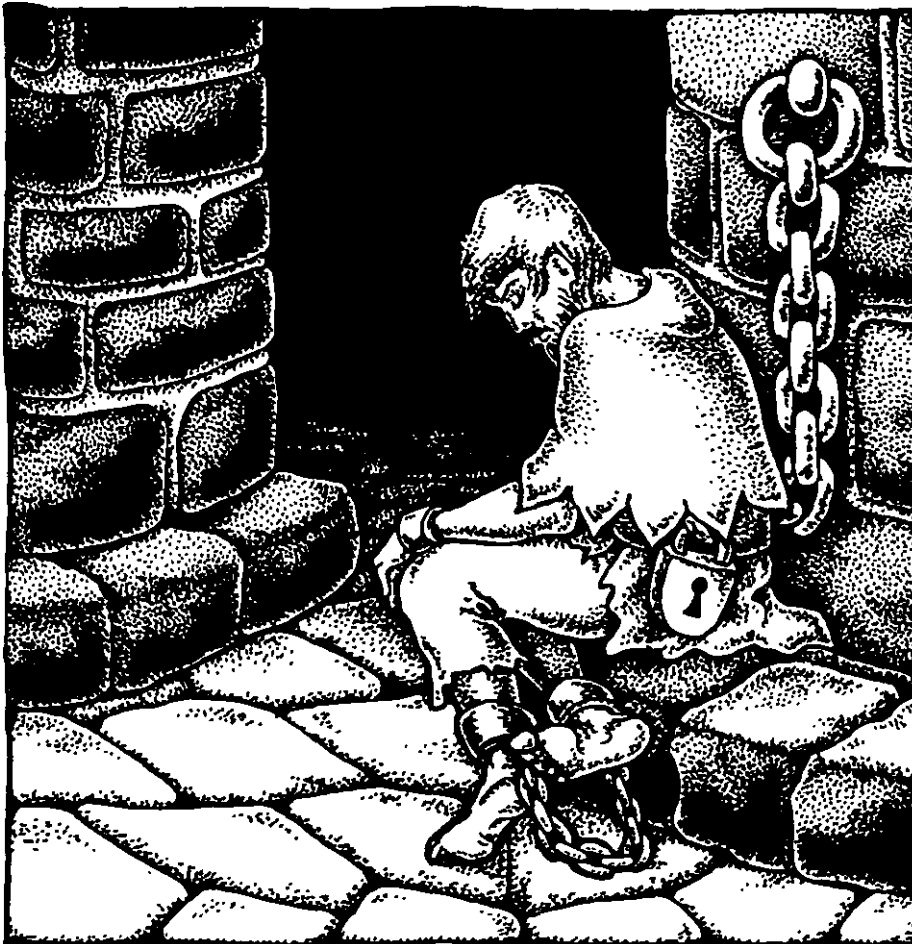
¹³ Character is pilloried, placed on public display in the stocks for a week. Subtract 1d4 from Charisma attribute. Additionally, there is a 10% chance that the character receives a serious injury from hostile onlookers. If so, select the injury with 863 Serious Wounds.

¹⁴ Character is publicly flogged. Subtract 1d4 from Charisma attribute.

¹⁵ Character has a hand cut off (see 863 Serious Wounds, entry #10).

¹⁶ Character is tortured. Roll a d6. On a result of 6, the character receives a serious injury. Select the injury with 863 Serious Wounds.

¹⁷ Character is branded. The brand indicates the crime.



From here, return to the section that sent you here.

866 Unusual Skills

"So," Princess Murin says, "you claim to be a painter. Very well then, take a likeness of me. I will pay handsomely for your work, unless I don't like it, in which case I will have you put to death for spying and high treason."

Eventually the Princess gives in to your insistence and agrees to sit for you on the wide, open-air balcony adjoining her chambers. She follows you outside and agrees that the lighting is "much improved" in full sight of the sun.

You position the Princess carefully, sitting her beside a railing and angling her head downwards to a bouquet of flowers you ask her to hold. This way, of course, she won't be able to see your co-conspirators as they swoop in on the flying carpet. In the meanwhile, your true ability as an artist continues to turn aside suspicion....

Use this section only if directed to do so.

INFORMATION & INSTRUCTIONS

Sometimes the skills one learns are not immediately applicable to the job of being a legendary hero, but they do add dimension to a character. Who knows, maybe a warrior's skill at wine tasting may save his companions some day.

Instructions: Roll a d20 on the table below to select the character's unusual skill. Then roll a d6 (for each skill, if additional skills are selected), if the d6 roll is less than six, the character has a Rank 3 competency with the

selected skill. If the d6 result is 6, the character is Rank 4 with the skill.

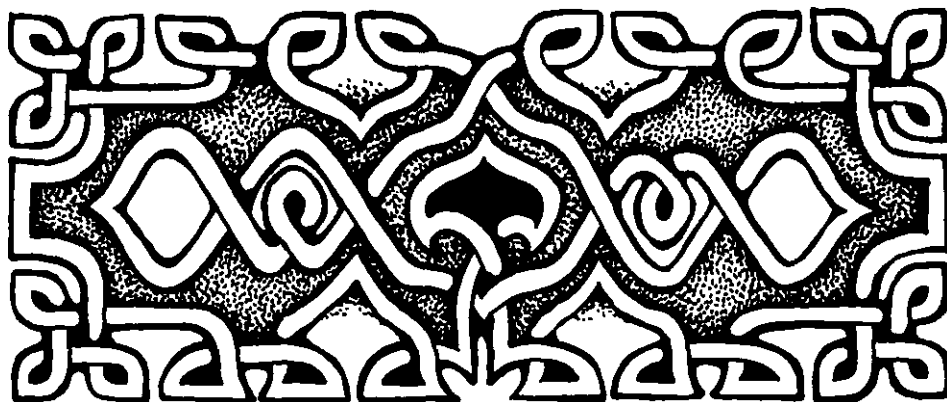
The player and GM must decide and agree upon the details regarding each skill. Be inventive.

Role-play: Use the unusual skill to add a bit of spice to the character's abilities. The character may never have to use his architectural design skills in a life or death setting, but then again, who knows?

866: Unusual Skills

d20	Unusual Skill	
1	Social dancing—both formal and informal.	2
2	Professional gambling.	3
3	Picking pockets.	4
4	Gourmet cooking.	5
5	Sexual seduction.	6
6	Skiing.	7
7	Skating.	8
8	Artistic ability. Roll a d6 on the subtable below to select the nature of this talent:	10
	1 Painting.	Ability with textiles. Roll a d6 on the subtable below to select the nature of this talent:
	2 Drawing.	1 Sewing.
	3 Sculpting.	2 Weaving.
	4 Jewelry making.	3 Tapestry design.
	5 Architectural design.	4 Embroidery.
	6 Several talents. Roll 1d2+1 additional times on this subtable. A duplicate roll indicates skill is used at the next higher level of competency.	5 Knitting.
9	Musical ability. Roll a d8 on the subtable below to select the nature of this talent.	6 Several talents. Roll 1d2+1 additional times on this subtable. A duplicate roll indicates skill is used at the
	1 Playing a common musical instrument of own choice.	
		2 Singing.
		3 Song writing.
		4 Acting and singing (musical theater).
		5 Making or repairing musical instruments.
		6 Playing an exotic musical instrument of own choice.
		7 Playing by ear—hearing a song then playing it instantly.
		8 Several talents. Roll 1d2+1 additional times on this subtable. A duplicate roll indicates skill is used at the next higher level of competency.

	next higher level of competency.		3	Animal training—exotic animals.
11	Mountaineering—professional climbing.		4	Clowning—acting like a clown.
12	Opposite hand weapon use with weapon of choice.		5	Musical ability (select on subtable 9 above).
13	Mathematical skill—mental number manipulation skills.		6	Disguising—appearing as someone else.
14	Model making—make realistic miniatures of things.		7	Horsemanship—riding and tricks.
15	Inventing—all sorts of useful and useless contraptions.		8	Several talents. Roll 1d2+1 additional times on this subtable. A duplicate roll indicates skill is used at the next higher Rank of competency.
16	Theatrical ability. Roll a d10 on the subtable below to select the nature of this talent;			
	1 Acting—all the world's a stage.	18	Miscellaneous skills. Roll a d10 on the subtable below to select the nature of this talent:	
	2 Artistic dancing.		1 Astronomy—star watching.	
	3 Oration—dynamic public speaking.		2 Astrology—fortune telling.	
	4 Story-telling.		3 Calligraphy—formal or fancy penmanship.	
	5 Musical ability (select on subtable 9 above).		4 Lassoing with a lariat.	
	6 Disguising—appearing as someone else.		5 Wine Tasting.	
	7 Circus skills (select on subtable 17 below).		6 Sailing small craft—including pleasure boats.	
	8 Voice impersonation.		7 Bargaining with merchants, etc.	
	9 Juggling.		8 Negotiation and diplomacy.	
	10 Several talents. Roll 1d2+1 additional times on this subtable. A duplicate roll indicates skill is used at the next higher Rank of competency.	19	Prestidigitation—magic tricks.	
			10 Imitate monster noises.	
17	Circus skills. Roll a d8 on the subtable below to select the nature of this talent:	20	Dabbler at many skills. Roll 2d3 more times on this table to select the types of skills possessed by the character.	
	1 Aerial Acrobatics, including flying trapeze.		Enthusiast at skill. Roll again on this table to select the skill. Character has +1d2 additional Ranks of ability with this skill.	
	2 Tightrope walking.			



From here, return to the section that sent you here.

867 Appearance

The man seated in the first chair beside the tavern's roaring hearth matches the description given to you by the halfling peasant who directed you into town. You have never seen another man so thin and still alive. Additionally, he bears the tattoo of a rattler wound tightly around his right arm with its mouth opening towards his bony fingers.

At your approach, the man turns and confronts you, dispelling all doubt about his identity with a rasped, "Wasss iss it you wanssss wiss me?" This must be the man known as "Snake."

Use this section only if directed to do so.

INFORMATION & INSTRUCTIONS

Instructions: Roll a d3. The result is the number of items to select on this table. For each item, roll a d4 and a d10. The d4 represents the "10's" digit, and the d10 is the "1's" digit. A d4 result of 2 and a d10 result of 0 would be 20. Modify descriptions as needed to be more appropriate for a nonhuman race.

Role-play: A character's personal affecta-

tions that he has developed, his physique, how he dresses, and how he speaks, are building blocks that you can use to develop unique characterization. While a character's outward appearance can be symbolic of his inward nature, it can just as easily be a mask, hiding the true character within. Remember, appearances can be deceiving.

867: Appearance

d4/d10	Appearance		
10	Foppish clothing. The character dresses in vainly inappropriate, dandified clothing.	23	Unusual speech. The character's way of speaking sets him apart. Roll a d10 on the subtable below.
11	Out-of-date clothing. The character's clothing is from an earlier time period.	1	Lisping voice. Replace "s" sounds with "th" sounds.
12	Military garb. Regardless of his past, he wears military-style uniforms.	2	Loud voice.
13	Clothing reveals profession. Whatever the character does for a living is readily apparent in his clothing.	3	Commanding voice. Sentences sound like orders.
14	Dresses simply. Wears plain, unadorned clothing.	4	Hissing voice. "S" sounds are dragged out.
15	Dresses well. Clothing is smartly tailored and usually quite expensive.	5	Heavy accent.
16	Dresses poorly. Clothing is cheap, sometimes gaudy and usually inappropriate for the occasion.	6	High-pitched voice (possibly even squeaky).
17	Dresses severely. Wears strict, unadorned, no-nonsense clothing.	7	Deep, low, gravelly voice (also "husky").
18	Flashy. Wears an excessive amount of jewelry and/or richly adorned clothing.	8	Raspy, wheezy voice.
19	Rebel. Dresses in a manner appropriate to someone culturally at odds with society.	9	Soft, whispery voice.
20	Unkempt. Uncombed hair and a three-day beard (or unwashed for those who can't manage beard growth).	10	Roll 1d2+1 more times on this subtable.
21	Effeminate. The character exhibits attributes and mannerisms more often associated with a woman than a man.	24	Tattooed. Has a prominent tattoo. Use 860 Birthmarks to determine its appearance.
22	Macho. The character hides any personal weaknesses behind an "I-can-handle-anything," manly, tough-guy demeanor.	25	Casual demeanor. Very relaxed. Nothing can be so important that it makes him get upset or hurry.
		26	Hyperintense. Obviously no one understands the importance of this situation or they'd be upset too!
		27	Thin. Character is noticeably thinner than average.
		28	Cadaverously thin. Character is thin to the point of looking malnourished or a victim of famine.
		29	Body odor. Character has a distinct odor. Smell may not be bad, but it is readily apparent.
		30	Overweight. Character is heavier than average.

31	Crossly overweight. Character is so morbidly obese that normal motion is impaired.	1	Hairless. No hair on head.
32	Unusually muscular. Character has large, well-defined muscles.	2	Unusual hair style. Most people do not and would not wear their hair this way.
33	Unusually frail. Character looks like a slight wind would bowl him over.	3	Close-cropped hair. Character wears hair much shorter than currently popular styles.
34	Greasy-looking. Hair is oily, skin seems oily, mannerisms are oily. Looks like he might whip out either a knife or an extortion threat at any time.	4	Very long hair. Character wears hair longer than currently popular styles.
35	Impressive-looking. First impressions are important and this guy looks like he could be a hero or a superstar.	43	Infirm. Character suffers from a disease that plagues him with recurring and readily apparent symptoms such as a hacking cough, chills, dizziness, open sores, boils, crippled limbs, gangrene, or changes in skin color, etc.
36	Unimpressive-looking. At first glance, this character seems hardly worth noting; he is lost in the crowd.	44	Visible injury. Character suffered a serious wound at some point in the past. The wound's effects are still apparent. Select the injury with 862 Serious Wounds.
37	Stoop-shouldered. Exhibiting bad posture, the character constantly hunches over.	45	Attractive. Members of the opposite sex find the character pleasant to look upon.
38	Extremely tall. Character is much taller than average, towering above folk usually considered tall.	46	Unattractive. Character is unpleasant to look upon.
39	Extremely short. This character is so short that he is considered to be a dwarf or a midget.	47	Plain. Neither physically attractive nor repelling.
40	Big (really BIG). Character is substantially more massive than the average person, regardless of height.	48	Strange-looking. Character has a weird, perhaps unreal appearance.
41	Petite (really small). Character is smaller, substantially less massive and more delicate than the average person (but would not be considered a dwarf or a midget).	49	Multiple features. Roll 1d2+1 additional times on this table. If two rolls contradict each other, use the first roll and reroll the second.
42	Notable hair. Roll a d4 on the subtable below:		



[From here, return to the section that sent you here.](#)

Game Masters Only

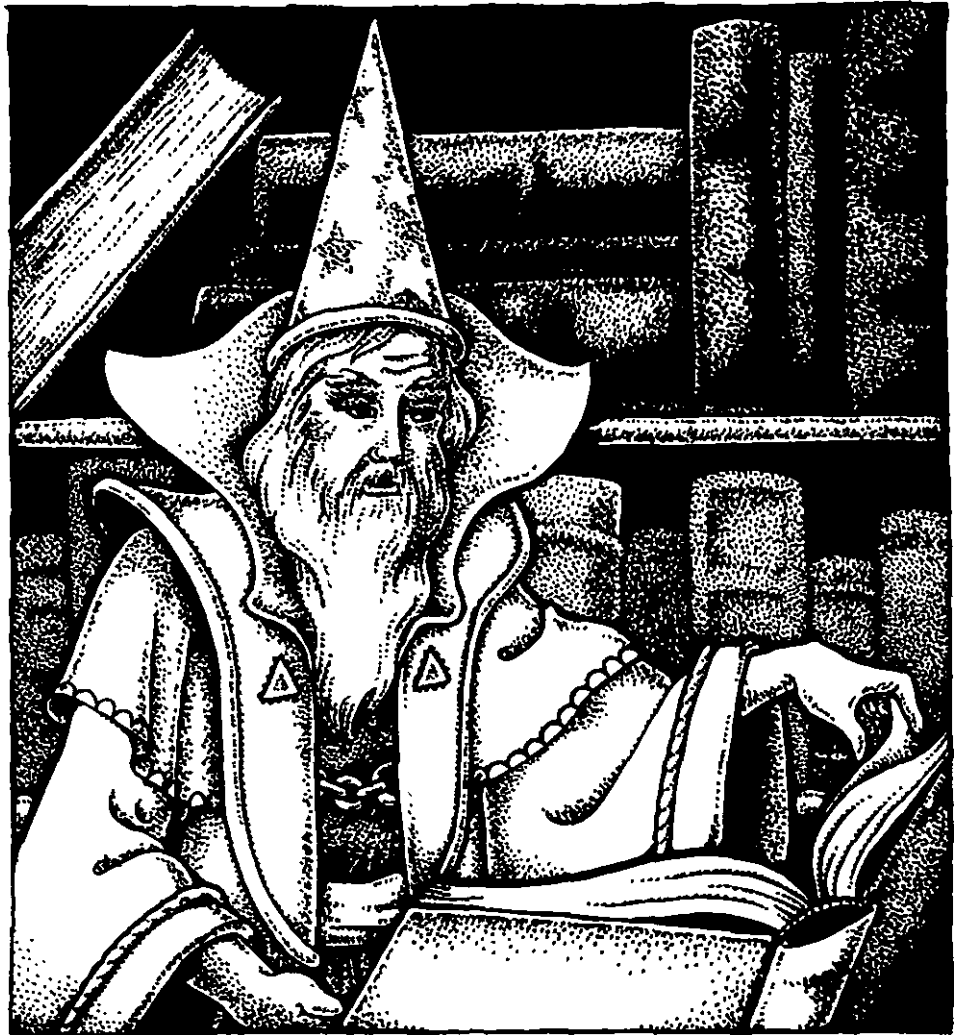
If you are not a Game Master, skip to page 176 or go back to where you came from.

This heading contains information that may hold extra surprises for players, and it would be inappropriate for this knowledge to be read by anyone but a legitimate Game Master. Surprises and unexpected occurrences provide much of the fun in role playing. If you are a player, do not ruin it for yourself. Do not read anything further under the Game Masters Only heading.

There are only two sections under this

heading. The first section, 968 GM's Specials, begins on page 169. It contains information referred to directly by other tables in this book.

The final section, 969 GM's Additional Specials, provides an area for you, the GM, to record additional special information and surprises. To integrate these additional specials into *Heroes of Legend's* other tables, simply footnote each table entry which you want to refer to this final section.



"Beneath this stone, Welmon the Swift. A step too slow, now six too deep."

—Headstone in the Traveller's Cemetery of Marinhone City-State

968 GM's Specials

Ignoring the warning sign placed above the door to this room, you proceed to pick the lock and step within. Immediately, a booming voice rings out all around you with deafening power and palpable anger.

'Who dares to trespass upon these grounds? Who dares to lay eyes upon these treasures? Who dares to go against the edict and ignore the curse that hides these secrets away until the proper moment of their revelation?'

Almost in the same moment, your torches all extinguish, and as the voice fades away, you find yourself falling through a fathomless void....

ONLY GM's may use this section, and only if directed to do so.

This table is for use by CAME MASTER'S ONLY! Players stop reading this IMMEDIATELY!

Instructions: The numbers before the entries below correspond to the tables that

instruct you to come here. Read only the entry for your table and then return directly to that table. Be honest, or you may spoil a later surprise for yourself.

INFORMATION & INSTRUCTIONS

Entry # GM's Special

104b All the character's siblings are unknown to the orphaned character. His actual birth order, place of birth and time of birth are all unknown to him. The GM should roll these secretly, then roll a d4 on the subtable below for further information.

- 1 The character's parents are not dead and still seek his whereabouts.
- 2 The character's starting money is the remnants of a trust fund started by his parents.
- 3 Character will have 1d4 companions of a similar age who are like family to him. Select these companions with 753 Companions.
- 4 Roll twice more on this table, rerolling duplicates.

104d The newly-discovered relation was previously unknown to the character, even possibly someone who should not, or could not exist now. Examples: The person encountered is a long-lost cousin, the child of an unknown uncle; or the person is the character's "real" mother; or the character's great grandfather who was supposed to be dead ages ago, but has now mysteriously reappeared; or as a child, the character meets his own grandson in some sort of time confusion.

105 Character was not born, but was magically created by a powerful wizard. At your discretion, the character

may or may not be a true living being. Continue to roll his family history, but all rolls are fictional. You may even wish to go so far as to have the character's entire background be nothing more than implanted memories. The wizard who created the character is automatically the character's guardian.

107 The NPC's money comes from someplace other than a normal occupation or social position. Roll a d6 on the subtable below to determine where the money comes from:

- 1 NPC has an adventurer's hoard of gold and treasure.
- 2 NPC is secretly a thief. Income comes from stealing.
- 3 NPC's money comes from a secret inheritance.
- 4 NPC discovered a lost treasure and loots it as needed.
- 5 NPC receives money from investments.
- 6 NPC counterfeits money, even making fake gold.

419a Years later, a messenger should bring a note to the character. Apparently the person whom he helped was an incredibly wealthy but eccentric noble who has died and left a fortune to the character. Naturally, there are some relatives who will resist any attempt by the character to recover this inheritance. The character may have to go through quite an adventure to finally claim what is rightfully his.

419b Roll a d10. On a result of 4 or less the property is haunted by a ghost. Roll a

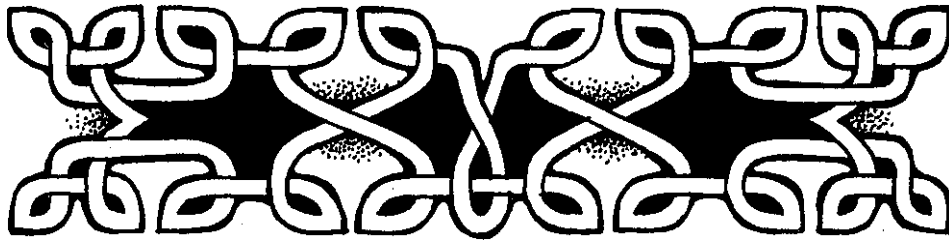
968: GM's Specials

	d8 on the subtable below for more details:		and set its sights on a terrible reign of world domination.
	1 The ghost is an unruly ancestor of the character.	642a	A dormant psychic ability has been awoken. Initially, the character's skill with this will be Rank 0, but it should grow and develop with time and usage. Select the newfound ability with 864 Psychic Powers.
	2 The ghost is an evil, malignant spirit.		
	3 The ghost is playful, not destructive.		
	4 The ghost itself is benign, but it attempts to scare folks off the premises to save them from a greater evil within.	642b	The box contains an object that must be selected from 858 Gifts & Legacies. Who the woman refers to as "them" and why the object is important is a mystery that you can develop into an adventure or even a campaign. "They" might be evil cultists trying to retrieve an artifact, hired assassins sent to retrieve a valuable heirloom, or inhuman monsters bent on conquering the world. The woman could be a Noble, a prostitute, an adventurer, or just a luckless shop girl, in the wrong place at the wrong time. The object could be magical, ceremonially valuable, historically important, or just plain priceless.
	5 The ghost is a sham, a story created by locals to keep folks away while they look for treasure here.		
	6 The ghost is a murder victim who wants his or her murderer to be punished.		
	7 The "ghost" is actually other types of undead, like wights, wraiths, spectres and zombies.		
	8 There is no ghost. The house is a gateway portal to other dimensions.	747	The character is whisked off by beings from another planet or plane for study. He is treated well, but gains an alien perspective on life, almost as if he was a nonhuman. Others will be able to sense this in the character, even if the character cannot.
523a	This character has a 50% chance to have a powerful but latent magical ability. This ability may come to the fore later in life or if the character is exposed to another powerful magical being.		
523b	This character has a natural immunity to magic. Anyone attempting to use magic against him must suffer a four Rank level penalty, and the character receives a four Rank bonus for any rolls he makes against magic.	749a	The creature encountered is not a monster, but the character's future self, usually as an adult. This should not be readily apparent to the character. You may wish to replay the scene during the character's adventuring career, from the older point of view. There should be some very important reason for the laws of time allowing multiple versions of the same being in one time and place. Another possibility is for the character to meet another incarnation of himself.
626	The unquiet spirit cannot rest until one of the following conditions is met (roll 1d6):		
	1 It has drained the life force of 1d100 people.		
	2 An ancient wrong is righted.		
	3 It is destroyed.	749b	The encountered creature is successfully disguised or enchanted to appear human. Reroll the type of creature on 749. There is a 30% chance that the character will learn the creature's true nature.
	4 Its undecayed body is properly interred. The body itself may be difficult to find.		
	5 Another soul agrees to take its place. This spirit stands guard against some unbelievable tragedy, and before the spirit departs it must have another spirit to take up this guardian duty.	753a	The companion is really a god in the guise of a mortal avatar. Select the god with 756 Deities. If the companion's nature is ever discovered, the god departs, leaving the character with a parting gift. Select the gift from 858 Gifts & Legacies.
	6 It is destroyed. This spirit is an ancient horror entombed long ago by a prehistoric shaman. The horror is only now beginning to reawaken	753b	The companion is secretly in love with the character. The companion will not reveal the affection to the

character, since the companion feels that the character will probably reject him or her.

754 The rival is secretly in love with the

character. The rival will not reveal the affection to the character, since the rival feels that the character will probably reject him or her.



From here, return to the section that sent you here.

969 GM's Additional Specials

First one key, then another, then another flips into your palm from the hidden pouch along the hem of your cloak. With the first key, you unlock the outer door to the mystic keep, simultaneously melting the deadly magics that guard against forced entry. The second key raises the cantilevered inner door, moving its massive stone face skyward and at the same time drawing the outer door closed once more.

You climb your way skyward along the keep's central stairway, and as you do so, door after door gives way before you and your collection of keys. Only the final door, the one leading to the mystic keep's topmost level, needs no physical key. Instead, as you approach, the door comes to life. It animates of its own accord and opens wooden eyes to scan your face. At last satisfied with your identity, the door leans itself backwards to grant you admittance.

Within, you find your treasures waiting untouched and undisturbed. You cannot help feeling a little smug in your wealth and your accomplishments.

You voice your thoughts. "Such a fine collection!"

Use this section only if directed to do so.

INFORMATION & INSTRUCTIONS

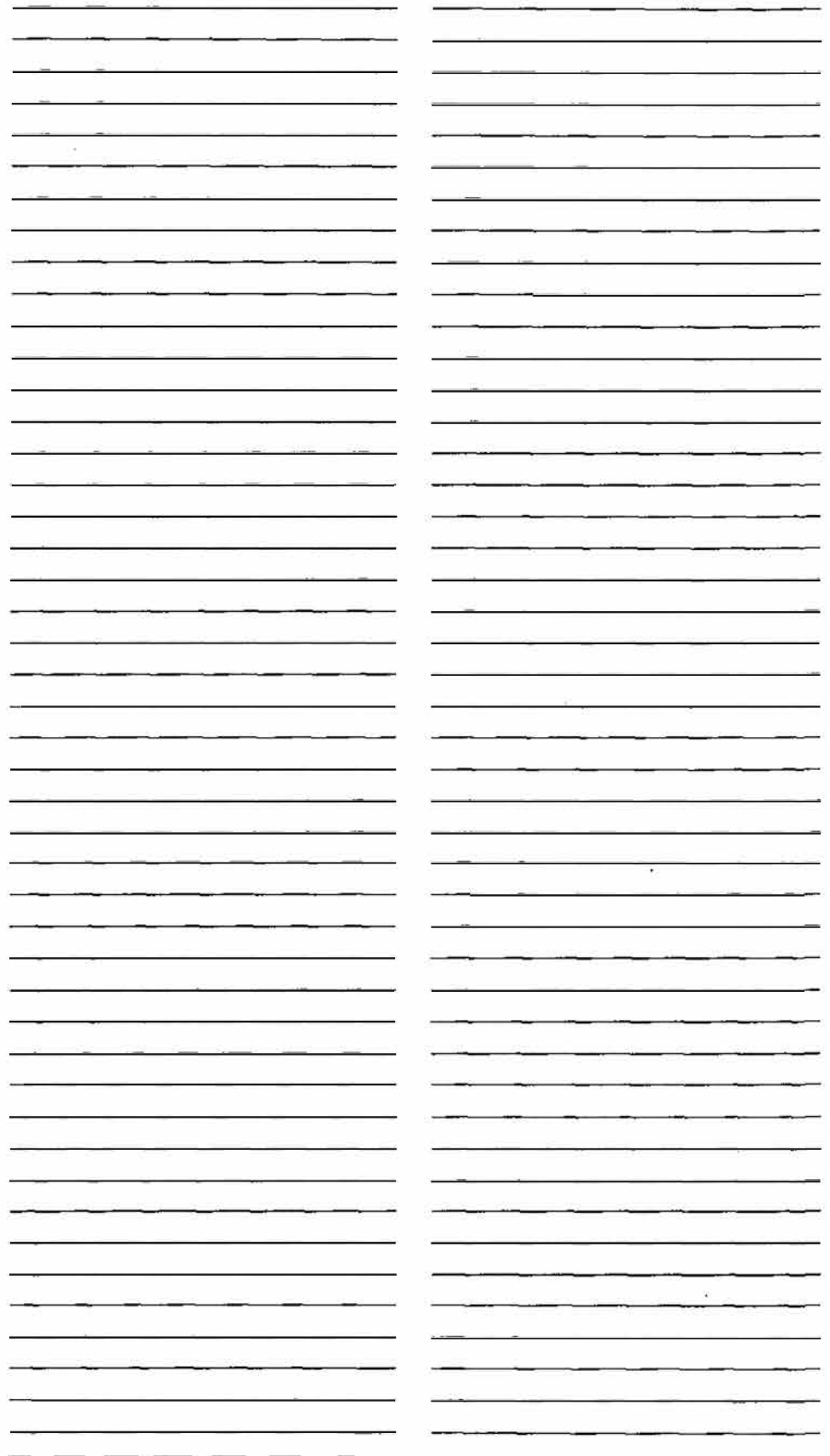
This final section is for you to do with as you please. If possible, fill it up with the secret details that you have added to your characters'

histories without the players of the game knowing.

969: GM's Additional Specials

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This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.



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From here, return to the section that sent you here.

Appendix A: NPCs

Create Those Special NPCs

Quite often, the GM or even a player will need to create a supporting character for a game. If you have rolled up one or more player characters with *Heroes of Legend*, then you know that a good character can take quite a bit of time. But not every character encountered during a game deserves an in-depth background and history description. Those should be reserved for player characters and major nonplayer characters (NPCs).

This section contains a set of suggestions for quickly creating NPC backgrounds, focusing on "stock players" and "bit parts," the almost stereotypical characters that one might expect to find in many fantasy role playing games, regardless of their specific focus.

Remember, when creating quick characters, shorter is better (not height, length of description). Define only as much as is needed to give a good picture of the NPC. For example, the full life story of the local hardware merchant may not be necessary, only that he has a glass eye and tells stories of a ruined temple he saw briefly while fighting in a border war.

Instructions: These guidelines assume that you know what type of character you wish to create. Rather than describe each detail of an NPC's life, focus on the things that are different or outstanding, the features of his life or appearance that make him memorable. Each of the categories below outlines major aspects of the NPC that could be different from other NPCs.

Follow the steps below to create your NPC.

First, select an archetype (a basic statement of who or what the character will be) from the list of archetypes on pages 177-179, or, better yet, create your own archetype to fit your particular needs or situation.

Second, use table 107b: Items of Note to select some details about the NPC.

Third, review the suggestions below under NPC Special Features to jog your imagination with ideas for customizing the NPCs you create with *Heroes of Legend*.

Fourth, role-play your NPC to the max! Make him memorable to the other players!

NPC Special Features

Country of Origin. Assume that 75% of all NPCs encountered will be native to the setting in which they are encountered. For the other 25%, choose a native land in your world that corresponds to the NPCs Cultural and Racial background (as determined under sections 101 and 102).

Age. How old is the character? Be creative. Not every ship captain is a wizened veteran nor is every serving wench young (or beautiful). Use the suggestions on page 10 to adjust the character's attributes for the effects of age. Consider giving older characters better skill Rankings—about one additional Rank of skill for each group of 10 years by which the character's age exceeds 20.

Occupation. What does the NPC do to put food (or whatever) on the table? Use table 309a: Occupation on page 45 to guide you in selecting an occupation for an NPC who may not already have one.

Professional Competence. How good is the character at his primary occupation? Decide whether or not your NPC exceeds his peers or is a poor example of his profession.

Remember, most people who perform an occupation fall into the low middle Rank values (Rank 3-6). Use the guidelines found on page 9 regarding skill Rankings to select an appropriate skill Ranking.

Culture. A typical NPC will be from the culture in which he is encountered. Do you want the NPC's culture to be different? Use 102 Culture to guide you in your selections.

Social Status. A typical NPC could blend into his surroundings. In a bad part of the city, he might be Destitute or Poor. In the profitable merchant's quarters he might be at a Comfortable or Well-to-Do level. Decide whether or not the character would be a part of his surroundings. Use 103 Social Status to guide your selections.

Appearance. A typical NPC will have a face or clothing you could easily forget. Lose sight of him for an instant and he could be lost in the crowd forever. A memorable NPC will have an appearance that sets him apart from others. Use 867 Appearance to select unusual features for the NPC. To make him more unusual, select more appearance features.

Personality. An unexciting NPC will have a bland demeanor. His personality will do little to color his way of speaking or acting. A memorable NPC will have at least one strong personality feature that figures prominently in his words and deeds. Use table 521b: Random Personality Trait to randomly select a character's most prominent personality trait, or choose one (or more!) from 522 Personality Traits. Remember, the more traits you give to a character (within reason of course), the more memorable he will become. Try choosing a trait strength as found on table 523g: Trait Strength to further adjust the character's personality.

Quirky Personality. In a typical NPC, even one with a strong personality, these oddities of behavior will stand out. An unusual character might have an equally unusual personality trait or two. If you want a character to be a bit quirky or be known as an "odd bird" or even a real wacko, give him one or more traits from 523 Exotic Personality Traits. Again, try choosing a trait strength as found on table 523g: Trait Strength to further adjust the personality.

Values. Everyone assigns some kind of value to things in their lives. What does the NPC consider to be important? Use 520 Values

to discover these.

Alignment. Most folk fall into one of the Neutral alignments. Choose an alignment if you think it might aid in role-playing the NPC. Use 521 Alignment & Attitude to help you make your choice.

Naming Names. How is the character called? It is possible that you may never need to know more about a character than his profession. You can call him the "bartender" or maybe he is just known as "the grizzled old prospector," but many NPCs, particularly well-known ones, will be known by their names. Be creative when giving NPCs names, but try to avoid giving them inappropriate or "joke" names.

Background. Some NPCs are known by the things that they have done or experienced. Use 107 Parents & NPCs to select additional items from the NPCs past, particularly table 107b: Items of Note.

Some NPCs will fall into general classes that have nothing to do with their archetypes. An old prospector or a frontier soldier can be a good guy just as easily as he can a villain (though the lawman may not be quite so open about his evil ways).

Good Guys. These are NPCs that the player characters should be able to trust. They do not have to be saints or nobly heroic, but they should stress their Lightside personality traits over Darkside or Neutral ones.

Villains. These are the bad guys. They may appear to be allies at first, but their evil nature eventually shows through. They never have the PCs' best interests (or anyone else's for that matter) at heart. They are typically followers of Darkside alignments, though characters who follow some of the more selfish Neutral alignments can easily be villains. Decide on the scope of their villainy. Are they small-time hoods or evil dark lords bent on world domination? Also, use 755 Villains.

The more powerful a villain is, the greater will be his aspirations and evil goals (small-time hoods rarely dream of world conquest unless they have the power to obtain it). NPC villains should generally have stronger Darkside traits than Lightside ones.

Archetypes are the classic characters one finds in many adventure stories. They are the supporting cast in the PCs' quests for adventure. While it would be impossible to list them all here, the types below are some suggestions in case you need to quickly stock that seedy

Leaders. These characters lead or rule over others of their race, community, nation, etc. They may be military leaders, Nobles, religious, political or business leaders. They may be villains, good guys or more likely just folks somewhere in the vast gray area in between good and evil. To design a leader, you will need to know whom he leads and how great his area of influence (for the latter, use table 755d on page 144 for some guidance). Decide whether his followers are especially loyal or disloyal. For the most part, give the leader better attributes or skills than his followers, unless it would be reasonable for them to be lower (as in the case with some hereditary leaders). Make leaders memorable. Decide whether or not the leader has some secret, a "skeleton in his closet," that he may wish kept a secret. If the leader is a Noble, select his title (if you have not already done so) with 748 Nobles.

tavern or castle courtyard.

Get more information on these NPCs, and perhaps a couple of important notes, by consulting 107 Parents & NPCs.

Seedy Bartender. He serves drinks, doesn't ask questions and rarely answers them in re-

General Types of NPCs

NPC Archetypes

turn. He has probably seen more of life than he cares to and may have some underworld events (see section 631).

Sheriff or Reeve. He is the law in his little corner of the world. More often than not he enforces it equally—yet there are those few who work for the wrong side, or for themselves.

Bounty Hunter. He doesn't earn his reward until the one he seeks is physically exchanged for gold. He is clever, talented, tough and probably has little mercy for those he hunts. He may have underworld experience (see section 631), or perhaps he was originally a soldier (see 632 Military Events).

Career Criminal. Crime is his life. He has never known anything else. He definitely has experience from 631 Underworld Events in addition to any other character notes.

Religious. He may be devoted wholeheartedly to God, be filled with missionary zeal, or be a disillusioned man searching for a truth he once believed in. Consult 639 Religious Experience.

Explorer. His heart's desire is to make the big discovery, the one that will give him fame and/or fortune. Of course he usually needs a bit of help.

Grizzled Old Prospector. He has either made a rewarding "find" and needs protection or he has a "sure-thing" map to a fortune and wants to sell it to someone he trusts. He is a real character with at least Rank 9 skill at spitting the "juice" from a plug of cheap tobacco.

Kid or Urchin. He is young, he is energetic, maybe even talented. Perhaps he hero-worships one of the PCs, or maybe he has an axe to grind against one of the PCs and issues a challenge. Then again, he could be a victim of some villain, and needs the PCs' help to gain his revenge. Try giving him a youth event or two from section 208 and perhaps one or two events from 631 Underworld Events.

Mercenary. This soldier-for-hire is rarely interested in much more than the bottom line. The job and the reason for it doesn't matter, only the money is important. This soldier definitely has military experience (see section 632).

Military Veteran. He has survived combat situations that few others could. Some of his parts may be missing, but he is just as good without them ... most of the time. Roll a few Military Events (see section 632).

Miner. He tirelessly works his mine, deep in the mountains away from normal society and such things as manners, cleanliness, etc.

Impoverished Scholar. He pursues ancient knowledge and collects well-worn tomes. Of course, there is very little money in what he does, and his ragged clothes prove it.

Old Coot (Codger, Cramps, Granny etc). This crotchety old person could have been just

about anyone or anything a zillion years ago. True or not, he sure has a lot to tell and is a good source for information about the "old days." Throw in a few notable adult events (see section 419) and maybe a romance or two (see 640 Ah, Love!) to flesh this one out a little.

Punk Noble. He has got a chip on his shoulder the size of a medium dragon. He broodily ventures into the seedy part of town in search of an argument and fails to see how good his life really is. Get in his way and he'll: A) cut you up, B) have you imprisoned, C) malign your birth situation, D) all of the above. See 748 Nobles.

Bookish Mage. He is always on the verge of discovering how to use some long-lost spell or searching fading records for clues to an artifact's location. If you can get his nose out of his books, he can be a marvelous source of information.

Insane Mage. Magical power and the ability to alter reality has corrupted this individual to such an extent that he no longer sees meaning or permanence in anything. Get in his way and he just might turn you into an oversized slug, then forget all about it only moments later.

Seasoned Guide. He knows this country like the back of his hand. He is tough, competent and does not like the idea of anyone moving in on his territory. He may be a former military scout (see 632 Military Events).

Ship's Captain. His ship is his pride, the best ship on the seas.... or at least it would be if he had the money to get it out of dry dock. Maybe the PCs are just the people he needs to get his ship seaworthy again, for one last rendezvous with destiny.

Smuggler. He knows the ins and outs of the official and unofficial shipping lanes. Whether it's contraband or illegal refugees, he knows how to get goods from point "A" to point "B" without running afoul of the law—or at least so he says. This one certainly has underworld experience (see section 631).

Drunkard. This pathetic character essentially lives in a corner of the tavern, always looking for a handout or a half-finished mug. He sleeps in an alley just outside and only gets a bath when it rains. With all the time that he has spent nursing drinks by the fire, it is amazing what he has managed to overhear.

Weaselly Informer. Shifty and nervous, he knows the hottest news on the street... but can you trust him? He has information as well as underworld experience (see section 631).

Vigilante. He is convinced that the town guards or forces of the local sheriff have failed in their efforts to bring about order and justice. So now he takes justice in his own hands. If you are not on his side—you are part of the problem.

Adventurer or Mighty Hero. He may be seeking followers, collecting mercenaries or planning a daring exploration, but he certainly has bold, rich plans to guide him. He may wind up as a rival for one or more PCs (see 754 Rivals). Get more details from 750 Adventurers.

Beggar. This poor soul waits in the shade near a busy road and calls out for alms from anyone who passes. He may have once had a better life (consult 103 Social Status), and perhaps a crippling injury forced him into his current situation (see 863 Serious Wounds).

Merchant. He enjoys travelling across the

land to buy goods in an area of surplus and sell them in a place of need, and one of his main loves is gold. His favorite sport is haggling, and he may argue even on the rare occasions when an offered price is acceptable to him. Get more information from 314 Merchants.

Townsperson or Farmer. This simple soul cares most about simple, day-to-day living. He has little time for talk of adventure or wild tales of far-off lands, and, anyway, he actually finds the solid reality of his own mundane life far more interesting. Give a townsperson an appropriate occupation (see the craft tables in section 316 Crafts).





CHARACTER HISTORY WORKSHEET

Attributes/Modifications: _____

(102) Culture: _____ Native: _____ CuMod: _____

(748) Parent's Noble Title*: _____ TiMod*: _____

Land*: _____ Special Title*: _____

(104) LegitMod*: _____ Family Head: _____

Siblings: _____ Birth Order: _____

(105) Time of Birth: _____ Place of Birth: _____ BiMod: _____

(106) Unusual Birth Occurrences*: _____

(107) Head of Household's Occupation(s): _____

Other Parent's Occupation*: _____

Notes About Parents: _____

* If necessary.

See side two (over) for the EVENTS, Values and Life Story sections.

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